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TerraNova™

Strike Force Centauri

by Bernie Yee

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STRIKE FORCE CENTAURI

BATTLE GUIDE

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Introduction

Attention, soldier!

Welcome to Terra Nova: Strike Force Centauri. If you remember your lessons in the old Terran language Latin, you know that "Terra Nova" means "New Land." The Hogs—a purely *affectionate* term for the Hegemony that should not be used at any official diplomatic functions involving their representatives—have a deep disdain for such history. But they're a powerful, imperialistic force, something the members of Strike Force Centauri must not forget.

Terra Nova: Strike Force Centauri is the most sophisticated outdoor combat simulator available. There have been plenty of outdoor combat games, but no other game has the wonderfully rolling and breathtaking landscape that Terra Nova provides. There's more to see, more to consider, more tactics to execute. As a result, you feel like you're *there*—standing on a planet or planetoid in the Alpha Centauri star system, atop a hill or pressed up against a building, locking onto an enemy target, or avoiding an incoming hail of energy weapons fire. And to share in the fun, you can bring along up to three computer-controlled squadmates who help you achieve your mission objectives.

It's a big, dangerous universe, chock full of enemies and alien terrain, climate, and gravity conditions. Your weapons are state-of-the-art, and Centauri scientists are always working on new ones. And did I mention the possibility of a Hegemony infiltrator among the elite ranks of Strike Force Centauri?

You're going to need help. And you've come to the right place.

Basic Training

This book is a complete strategy guide to Terra Nova: SFC—game basics, notes on what makes the game different, basic strategy ideas, and synopses of the game's features (how to play the game, advanced tactics, mission walkthroughs, etc.).

Chapter 1 provides a more detailed look at the backstory in Terra Nova: Strike Force Centauri. You can skip Chapter 1 if you're interested in jumping right into the game.

Chapter 2 gives you biographies of all your Strike Force squadmates, which will help in your squad selection for each mission.

Chapter 3 explains the basics of Strike Force combat. We review basic technology, including descriptions of each PBA model (scout, standard, heavy), statistics (speed, armor, damage, weapons slots, special capabilities), special strategy notes (which model is right for which job), weapons (damage, usage, tactical notes), and ASFs (Auxiliary Suit Functions).

Chapter 4 contains a detailed analysis of enemy weapons, PBAs, and vehicles, from the lowly pirates to the Hegemony's most feared secret weapons. Other vehicles, such as dropships, trucks, and tanks, as well as buildings and turrets, are shown here as well.

Chapter 5 reviews basic PBA skills, including the HUD (Heads Up Display), different views, movement, and suit functions such as weapons selection, targeting, and firing. This chapter walks you through the two training exercises and the first mission, which pits Nikola against a small Pirate outpost. The debriefing and mission analysis follow.

Chapter 6 covers advanced tactics such as squad combat, maneuvers, tactics, equipment selection, enemy Artificial Intelligence, and analysis of enemy-specific strategy. Hidden surprises in the world of Terra Nova are discussed here, too.

Chapter 7 contains mission walkthroughs, parameters, strategy, and tactics for the rest of Terra Nova. You receive vital mission parameters, including optimum personnel, complete lists of enemies and targets, terrain notes, tactical notes, precise strategy, success criteria, and any unusual hidden features. Strategy is broken into two portions: a general strategy for those who want to do some tactical planning on their own, and a more exhaustive walkthrough. The plot and story are revealed here, too.

Chapter 8 covers the random scenario builder, where you can construct the mission of your choice.

In the 24th century, computers are much easier to use than they are today. Chapter 9 assumes that you're probably using 20th-century technology, and provides any technical notes you need to get the game running on your computer in DOS, Windows 95, or OS/2.

Remember: this strategy guide can give you hints, tips, and tactics until you're blue in the face, but only *you* can pull the trigger!



Chapter 1: The Long Trip to Centauri

The clans of Centauri have a long history of independence—a frontier spirit that dates back to 20th-century Terra. To understand the clans, you have to look back to Terra, and the origins of the Hegemony.

The Hegemony

The Hegemony is the government that rules most of humanity—in fact, the clans are the only human population not under the autocratic rule of the Hegemony. Although the clans find the dictatorial rule of the Hegemony antithetical to the human spirit, the Hegemony—or Hogs, as clansfolk call them—trace their roots back to the Publican movement, a class of humans who have controlled Terran government since the early 22nd century.

The Publicans themselves constitute a very special social class on Terra. They see themselves as "guides" for humanity and are exempt from many of the restrictions placed on all other Terrans. Publicanism arose shortly after the colonization of Luna, the Terran moon.

2046	Colonization of Luna.
2074	Publican class established by U.N.
2076	First tourist arrives on Luna.
2078	Venus colonization project started.
2084	First colonists arrive on Venus.
2093	First colonists arrive on Jovian moon Io.
2095	First colonists arrive on Jovian moon Ganymede.
2104	Publicans assume Terran rule and disband the U.N.
2110	First Public Education Campaign undertaken; Latin and Central America unified into single entity.
2121	Second Public Education Campaign launched; Africa unified into single entity.

2128	Third and final Public Education Campaign started; Terra becomes a single nation with common language and laws. Publican rule of entire planet is now firmly established. Small armed uprisings against Publican rule occur regularly, but most of the world's population is content with its newfound equality.
2134	Lunar colonies annexed by Terra.
2137	Martian colonies, including Guangzhou Station, annexed by Terra.
2142	Venus Wars begin. Venusian colonies organize effective resistance against Terran landings. Bombardment of domes ruled out because of opposition to genocide in both the Publicans and the peoples of Terra.
2143	Terra establishes first beachhead on Venus, while suffering heavy casualties. Venus Resistance shifts to war of attrition rather than defense.
2144	Terra destroys the dome colony of Jerusalem, resulting in the instant annihilation of 750,000 people. Venus capitulates.
2146	Military coup attempt against Publicans thwarted. Resulting purge and reeducation campaign within military delays planned annexation of Jovian colonies. Jovian colonies solidify resistance.
2147	Probes sent to Centauri reveal existence of at least one habitable planet.
2151	Interstellar Agreement reached wherein the Hegemony agrees to tolerate the dissidence of the Jovian colonists, while the colonists agree to relocate to Centauri. The Hegemony assists the Jovian colonists with preparations for Centauri colonization.
2153	First Centauri colonization ship launched from Ganymede.
2154	Remaining Centauri colonization fleet launched.
2158	Colonization fleet arrives in Centauri.
2160	Annexation treaty between Terra and the remaining Jovian colonists signed. The eldest third of the colonists are "retired" into comfortable exile back on Terra, while the remaining colonists are started on Publican reeducation.
2166	Saturnian colonies absorbed by Terra.
2171	The first seven clans of Centauri established on NewHope.



2173	Thatcher is first explored.
2179	Thatcher is settled; residents found five new clans.
2180	Clan Stockton begins terraforming Thatcher, utilizing successive plantings of rapidly maturing and decaying plants that have been genetically engineered to survive in Thatcher's soil and climate, and to release carbon dioxide into the atmosphere in an effort to aid heat retention on the planet's surface.
2184 (CY 0)	The Colonization Board–the governing body left over from Jupiter–voluntarily disbands. Replacing it is the Centauri Council, with each of the system's twelve clans sending representatives. The Terran calendar proves unwieldy for most of Centauri, and thus the new Clan Calendar is implemented. Each Clan Year (CY) equals about 1.15 Terran years.
2217 (CY 28)	Strike Force Io founded to combat local piracy. Within the next year and a half, the other eleven clans found their own Strike Forces.
2239 (CY 47)	Through the advent of hyperwave technology, the Hegemony and the Centauri Council establish diplomatic relations and agree to trade guidelines.
2327 (CY 124)	Today. Strike Force Centauri founded with the express purpose of organizing the various clan forces to suppress the growing smuggling trade and to exterminate pirates and raiders within the Centauri system.

Publicanism

Publicanism is based on the concept of "Universal Equality but Selective Suffrage." The founding principle of the Hegemony is equality for all citizens. Citizenship is a birthright of Terrans and can be lost only through antisocial behavior. A Terran becomes a citizen at the age of 18 Terran years. Citizenship entails protection and equality under the laws of the Hegemony.

The problems associated with mob rule in 20th century democracies led the Publican class to abolish democratic rule. That is, ordinary citizens cannot vote. That right is reserved for a subclass of citizens known as elders, who have served eight four-year terms of public service and can vote on matters of public policy.

ALL CITIZENS ARE REQUIRED TO ENGAGE IN UNIVERSAL PUBLIC SERVICE. EACH CITIZEN IS TESTED FOR SOCIETAL PRODUCTIVITY APTITUDE, AND IS THEN OFFERED A FOUR-YEAR POSITION SOMEWHERE ON TERRA, BASED ON AVAILABILITY OF WORK AND THE CANDIDATE'S APTITUDES. THE CANDIDATE MUST ACCEPT OR SUFFER LOSS OF CITIZENSHIP. EACH CITIZEN IS PERMITTED TO DECLINE ONE TERM OF PUBLIC SERVICE IN HIS OR HER LIFETIME. TWO TERMS OF PUBLIC SERVICE MAY NEVER BE SERVED CONSECUTIVELY IN THE SAME LOCATION, AND ALL TERRANS INVOLVED IN PUBLIC SERVICE ARE COMPENSATED EQUALLY, REGARDLESS OF THE SERVICE THEY PERFORM—ALTHOUGH SMALL BONUSES MAY BE GRANTED. IN ADDITION TO THESE PRIVILEGES AND BENEFITS, ELDERS ARE ALSO GIVEN A PENSION, ARE PERMITTED TO VOTE, AND ARE ALLOWED TO MAINTAIN A PERMANENT HOME.

Terra's entire population is constantly on the move, with individual families never residing in the same locale for more than four years at a time. Publican doctrine requires this plan to ensure equality and to prevent personal attachment to any particular landmass, which might lead to nationalistic sentiment.

All Terrans, citizens or not, are entitled to free medical treatment, food, and housing, all provided by the Hegemony. The nature of that housing depends on three factors only: location on the planet, nature of public service, and whether the recipient is a citizen. Dwellings vary according to the specific locale, but within a single locale all dwellings are the same in terms of construction, living space, and fundamental equipment. Non-citizens, called deviants, are required to live in multi-family dwellings.

The institution of family, and children in particular, is the heart of the Hegemony. Crimes against children are considered the worst transgressions that can be committed. In fact, much of the Hegemony's legal system centers around isolation from family as punishment for antisocial behavior.

All citizens are entitled to marry and conceive children. A family may consist of two adults and two children at any one time. Any excess children are first offered to childless couples; if there are none locally available, the children are then assumed into the Publican class.

Children are educated in Publican schools. The teaching of history, or any schooling in cultural or ethnic heritage, is considered child abuse—one of the most serious crimes possible under Hegemony rule.

THE HEGEMONY OPERATES UNDER A LIMITED MARKET ECONOMY THAT HAS THE HALLMARKS OF WHAT WAS ONCE CALLED "SOCIALISM" IN THE 19TH AND 20TH CENTURIES. THE MONETARY SYSTEM IS BASED ON A UNIT OF CURRENCY CALLED A *CREDIT*. PROFIT IS STRICTLY REGULATED AT 8 PERCENT; THAT IS, NO ENTERPRISE MAY EARN MORE THAN 8 PERCENT ABOVE INVESTMENT ON AN ANNUAL BASIS. ANY ADDITIONAL PROFIT MUST BE TITHED TO THE HEGEMONY. ALL PROFIT IS DIVIDED EQUALLY AMONG THE WORKERS OF ANY ENTERPRISE AT THE END OF EACH YEAR. IF AN ENTERPRISE FAILS TO MAKE THE MAXIMUM PROFIT ALLOWABLE UNDER THE LAW, ITS WORKERS END UP WITH LESS DISCRETIONARY INCOME THAN THOSE IN BETTER-MANAGED ENTERPRISES.

THERE IS NO PRIVATE OWNERSHIP OF LAND IN THE HEGEMONY. ALL LAND BELONGS TO THE STATE AND IS LEASED TO THE PEOPLE WHO LIVE THERE. BANKING, USURY, AND CAPITALISM HAVE ALL BEEN OUTLAWED IN THE HEGEMONY, AS HAS THE SELLING OF INSURANCE.



Deviants

Any Terran who is deprived of citizenship is classified as a deviant. Deviants are not permitted to dwell in Terran society, nor to have any contact with citizens beyond official contact with the Peace Officers of the Publicans. The deviants call themselves "The Forsaken" and are required to live in special areas where the Hegemony provides food and communal housing. These "preserves" are found on all Terran continents.

Deviant society is self-governing. The Hegemony merely provides food and housing. All other rules concerning social matters are left to the deviants themselves. The only Publican police action is to keep the Deviants on the preserves.

Life in a deviant preserve ranges from relatively peaceful to quite violent, depending on the area and the specific preserve. On some preserves, a number of the residents band together to protect themselves from their more dangerous fellows. Large internal areas are controlled by gangs or secret societies, usually led by the strongest, most vicious sociopath in the group. Life is often nasty, brutish, and short on a deviant preserve.

One noteworthy aspect of the deviant preserves is the utter absence of children. All deviants are sterile.

The Publican Class

The Publican class, created by the United Nations in 2074, is an elite class of public servants with extensive administrative powers and no political franchise. The idea behind its creation was to eliminate the corruption and graft that had become synonymous with public administration. The Publicans were intended to be career public servants with no ties to any political interest group. The theory worked well until the Publicans became a political interest group of their own. By that time, they controlled most of the media and virtually all channels of distribution of important resources, as well as all of the bureaucracies that implemented public policy. When they determined that it was in the public interest for them to take over the machinery of politics, they did so. Thus was born the Hegemony. Terra has been ruled by the Publicans since the year 2104.

Publicans do not vote on public issues, but they do set the agenda. There is no true public referendum mechanism in the Hegemony—only the appearance of one. Citizens and elders may propose matters of legislation and public concern, but if the Publicans oppose them, they will never come to a vote.

Publicans have a host of special rights and privileges, including greater shares of housing, food, and consumer goods, miniature communication bio-implants, the right to carry weapons, and better education for their children. Exceptionally gifted children are also assumed into the Publican class. Note that these gifts are not limited to intellectual accomplishments, but also include social inclinations and altruistic tendencies.

Publicans at the highest levels are permitted to remain in a single location for their entire lifetime.

The Planets & Clans

The clans trace their roots back to the Terran nation-states and ethnic groups. Although the Hegemony sees the differences between clans as divisive, the clans celebrate their diversity.

There are several planets in the Centauri system. All of the planets figure prominently in the development and position of each of the clans.

NewHope

Approximately the same size as Terra, NewHope is the fourth planet from Centauri. Most of the surface is covered in water, which for the most part is brackish due to high mineral content. To the original Jovian colonists, NewHope was true to its name—a very hospitable planet. It is the most developed of the Centauri worlds.

NewHope's landmass is notable for its year-round growing season and fertile soil, which has eliminated the need for hydroponics. There is an abundance of mineral wealth on NewHope, including several newly discovered minerals. Missing from the mix of known minerals are most forms of coal (carbon) and diamonds, as well as hydrocarbons and aluminum.

When the Jovian colonists first arrived, they settled on one of the two equatorial continents, naming it New Amsterdam in honor of Ruud Feldvaar, the Dutch navigator of the first landing on NewHope. Since then, the clans have spread out to three other continents and several of the larger islands.

The largest land mass—Saratov—is home to **Clan Petrovsk**, NewHope's single most populous clan. A Slavic people, the Petrovsk clan traces its origins back to the ancient Terran nation of Russia. The Petrovsk clan is NewHope's most insular family, devoting itself to agriculture and animal husbandry. They are ruled by the descendants of founder Vasilye Petrovsk, after whom the clan is named. He holds the Petrovsk seat on the Centauri Council and has been known to hint at alliance with the Hegemony, believing that such an alliance would promote growth and industrialization in Centauri.



The continent of Azpeitia stretches some 15,000 kilometers across the temperate zone of NewHope's southern hemisphere. It is home to **Clan Urrutria**, made up of descendants of the Basques. Clan Urrutria's leader, Don Isidro Tain de Aso, is a staunch ally of Clans Io and Ganymede. His distrust of the Hegemony borders on religious zeal. The Azpeitian Strike Force is second to none, having served with distinction in numerous raids on pirates and smugglers. Unlike the Petrovsks' patrilineal organization, Clan Urrutria is a true meritocracy—egalitarian and fiercely democratic. Don Isidro came to power through his military service and his captaincy of the Second Fleet. He was trained as an oceanographer, and his opinions are highly respected in the Centauri Council.

New Amsterdam is home to **Clan Feldvaar**, and is the most cosmopolitan settlement on NewHope. When the colonists first arrived from Io and Ganymede, a common settlement—Brabant—was established here. As the planet was explored and the various clans took shape and struck out on their own, Clan Feldvaar's founders remained planted on the New Amsterdam continent.

Due to its central location, New Amsterdam is the home of the Centauri Council as well as the trade center of NewHope. Brabant's central market district—the Feldmarkt—has trade districts for each of Centauri's twelve clans, as well as a produce and crafts market where virtually any product manufactured in-system can be found. Since the arrival of the Hegemony trade mission, products from the Sol system now find their way into the Feldmarkt, but they are both scarce and strictly regulated by the Council. Some smuggled goods have appeared here as well, but they are quite rare and exceedingly expensive.

A chain of islands, called the Scotias, have been claimed by **Clan Slade**, which is of Anglo-Scot and British Commonwealth descent. Slade is one of the smaller Centauri clans, sparse in both population and influence.

Directly to the south of New Amsterdam lies Avon, the planet's second-smallest continent. Due east of Avon is Devon, the bread-basket of NewHope. Avon and Devon are jointly held by **Clan Ganymede**, descendants of the original British colony on the Jovian moon of the same name. Semi-feudal in organization, Clan Ganymede is a bastion of Centauri conservatism, and is the principal ally of Clan Io. Ganymede's aristocracy is a family of Lords who preside over ruling Houses.

Avon is ruled with benevolence and equanimity, resulting in perhaps the highest standard of living in Centauri. But two rival Houses have been locked in a bitter rivalry for nearly two decades over Devon, stemming from a dispute over the ownership of a particularly fertile valley in central Devon.

Militarily, the feud is a nightmare for anyone forced into a position of command over Strike Force Ganymede. Ganymede's levy rules call for two Strike Forces, one for Avon and one for Devon. Each of the three grantholders provides 500 soldiers, which are then split into two Strike Forces of 750 each. For the past 20 years the levy from House Powell has been forced to split its force, joining one half

with the force from Langmere and the other with the Birkenstead force, since it is impossible to get the latter two groups to cooperate at all, much less serve in the same Strike Force. This has caused resentment among the people of Powell and has drawn them into the longstanding quarrel.

In the far northwest lies the rocky continent of Laconia, home to **Clan Sparta**. Headed by grantholder Spyros Katzantinides, Clan Sparta is perhaps the least political of the NewHope clans. With a small population eking out a living on a somewhat inhospitable island, Clan Sparta is the only Centauri clan granted an exception to the military levy. Strangely, the few Spartans who do find their way into military service often prove to be the best soldiers in their units.

The third major archipelago on NewHope (the Scotias and the Odessas being the others) is Ionia, home to the influential **Clan Io**. When NewHope was first settled, those of North American heritage opted for Ionia because of its distance from all other land masses. Clan Io, so named because its members are descended from the colony on the moon of the same name, shares the conservative leadership on the Centauri Council with Clan Ganymede, its closest ally.

Clan Io is remarkably self-sufficient. Most of Centauri's finest engineers hail from Ionia, as does the first commander of Strike Force Centauri, Nikola ap Io.

Thatcher

Thatcher is the fifth world orbiting Centauri, and is approximately 2/3 the size of Terra (8,500 km in diameter). Thatcher is an icy planet whose climate ranges from cool to utterly inhospitable. But this is changing rapidly. Centauri scientists have been engaged in active terraforming almost since Thatcher was settled, some 130 Clan years ago. Using genetically engineered, rapidly maturing plants to reclaim nonviable land and stabilize temperatures, scientists have been able to make large areas suitable for human settlement. The plants used in the reclamation efforts also produce a good deal of carbon dioxide, so that global temperatures will rise eventually.

There is little coal, aluminum, or hydrocarbons on Thatcher. Iron and copper are quite plentiful, with lesser but still substantial deposits of gold, titanium, silicon, lead, and zinc. Lesser amounts of most of the other known minerals are present, as well as deposits of the newly discovered minerals agamemnite, plastite, and tricadmium. There are large amounts of almost pure cryolite as well.

Thatcher was first explored in the Terran year 2173 (BCY 10), but was judged too harsh for human life except in the equatorial regions. It was slated as an industrial base by the Centauri Council, which began construction of a shipbuilding base on the largest continent.

In 2180 (BCY 3), Clans Stockton and Porthos began their terraforming efforts. Labrador, the largest of the three habitable land masses on Thatcher, is home to Clans Porthos, Stockton, and Avila.



Clan Porthos has the largest population of the Labrador clans. Its clansfolk are scattered throughout the low hills that characterize the north of Labrador, with small villages established between the large bays on the north and west coasts. Significant sectors of Clan Porthos' economy revolve around the harvest and processing of mesmerweed, which is either shipped to NewHope to be mixed with cattle feed or baled and shipped to Terra and its colonies, where it is highly prized as a narcotic. Human consumption of mesmerweed is prohibited in Centauri, and all harvests are carefully monitored to prevent the drug from making its way into local markets. Many of the Porthos clansfolk also earn their livelihood by hunting and trapping. The pelts of Thatcher's wolves and ice bears are both beautiful and very warm, and are coveted as cloaks both in Centauri and in the colonies of the Hegemony.

Clan Stockton is found in the heart of the extensive plains of central Labrador. The clan traces much of its lineage back to Australia and New Zealand. Its economy is dominated by the administrative class, many of whom work in the Council departments and even in other clans' ministries.

Clan Avila, descended from Latin and South American ancestors, is located in the southern part of Labrador and bases its economy on farming and fishing. The clan holdings at the south edge of the Labrador plains are home to the second generation of terraforming efforts on Thatcher.

The island of Namuro is home to **Clan Namuro**. The island is poor in natural resources, which has steered the clan toward small industry. Their major export is small manufactured goods, usually the mechanical or electromechanical labor-saving devices found in most Centauri homes. Namuro implements are known for their superior craftsmanship and are prized throughout Centauri by those who can afford them.

The clan has a very loose clan structure under the leadership of Ayako Yatsuhiro. For the most part it consists of isolated villages scattered throughout the hills, often cut off from the rest of Centauri civilization. By declaring more market days and funding an expansion of the clan's telecommunications network, Yatsuhiro has been striving to make her clansfolk less insular, with moderate success.

The equatorial continent of Venetia is home to **Clan Carpaccio** and Carpaccio Station, the only major shipyard in Centauri. Although there is a port at New Amsterdam on NewHope that has some maintenance and repair facilities, Carpaccio Station handles all major repairs and all new spacecraft construction. It is the major industry for Clan Carpaccio and has made these descendants of southern Europeans the richest clan on Thatcher. Carpaccio Station is located on the northern coast of Venetia, right on the shore, because the shipyards require vast quantities of water to maintain the machinery used to build spacefaring vessels.

Saara

Saara is the third planet in the Centauri system and is approximately the same size as Terra. It is also completely uninhabitable to humans. The planet's single land mass is covered with tiny silicon beads, chunks of fused silicon, and mica grit to a depth of nearly three kilometers. The atmosphere is quite thin and somewhat corrosive, with a high nitrogen content, a tiny amount of oxygen, and trace amounts of chlorine, ammonia compounds, and methane. In a punctured PBA (Powered Battle Armor) suit, a human might survive for 15-20 minutes; without a suit, he would last about three minutes–hemorrhaging and suffering severe skin ulcerations the whole time.

While the core of the planet is uncommonly stable, large portions of the surface are in considerable short-term flux. Infrequent but exceedingly violent electrical storms create impressive formations of fused silicon–glass–which then shatter in the subsequent turbulence. Initial attempts by the clans to map the planet all ended largely in frustration–maps based on topological features were useless. Furthermore, when it was understood that Saara had little worthwhile mineral wealth or other natural resources, attempts to map the planet were abandoned.

The planet's water clearly contains some unknown mineral or mineral compound, but the perils of analysis have thus far prevented the isolation of the mysterious substance(s).

Centauri Minerals and Materials

Agamemnite	A brittle, shiny metal, agamemnite's unique conductive properties make it the ideal material for construction of pulse instrumentation, a technology first developed on Jupiter's moons and still unknown to the Hegemony.
Cryolite	A malleable, clay-like substance that radiates cold. Used for refrigeration and food preservation.
Tricadmium	A brilliant blue gemstone of remarkable hardness, used in tools and weapons.
Plastite	An extremely lightweight yet durable mineral that has a low melting point and is relatively flexible. Plastite is perhaps the most widely used material native to NewHope. Most homes and structures are made of plastite, as are most containers and simple utensils. Its low melting point makes it exceptionally easy to mold and cast, although that also renders it useless for armor and weaponry. When melted and shaped, plastite takes on the very deceiving appearance of tempered steel, a quality that might prove useful to the more subtle and devious of NewHope's military leaders. Plastite does not conduct electricity, thus making it a fine insulator. However, it is quite susceptible to heat overload and melts readily. No good way has been found to temper it.



The Present Day

For a long time, despite their technology, the clans have been scratching out a meager existence in Centauri. No longer, it seems—terraforming and increased agricultural technology have made feeding the clans much easier. But with increased prosperity come two threats. The near-term threat is the pirate raiding that has captured experimental grenades made by Clan Petrovsk. Pirate activity has increased recently, and something has to be done about it.

The second threat is much more subtle. The Hegemony, and their ambassador Creon Pentheus, are now in the Centauri system. The Hegemony believe that they are the only proper human authority in existence. The clans have become the cause of a great deal of concern among the Terran elite. The clans have survived, and indeed begun to prosper, apart from Terran civilization. A radical element demands immediate takeover of Centauri, but it seems that the majority are in favor of a peaceful relationship. This presents the clans with an opportunity to learn more about recent developments on Terra—their knowledge so far has been limited to what they have monitored from their broadcast communications. Make no mistake, though—the primary function of a Terran embassy in Centauri will be intelligence gathering, not trade.

There is the distinct possibility in the not-too-distant future that the Hegemony will attempt an annexation of Centauri. Indeed, the Hegemony has annexed every human settlement it has ever dealt with, of which it is quite proud. The Publicans believe they are charged with the salvation of the human race. The Hogs have shown a definite willingness to use excessive force in the past.

Beware of Hegemony propaganda, even within Strike Force Centauri. The Hegemony will be putting on its best face for the citizens of Centauri. They are a civilization to whom history is an impolite concept. As such, they will not discuss past policy, only present designs.

Chapter 2: Strike Force Centauri

You, Nikola ap Io, have been promoted to lead Strike Force Centauri. Formerly, you served in Strike Force Io for five years, breaking all records for strength, stamina, and speed. Despite your youth, you have proven yourself over and over as an extraordinary soldier—and more importantly, as a leader.

Although your current duties primarily involve the pirate threat, you can be sure that you will be dealing with the Hegemony presence in Centauri. The soldiers who fight beside you are the best the clans have to offer. Learn to use them well.

Strike Force Roster

There are twelve squadmates available on Strike Force Centauri. Each has different strengths and weaknesses according to specialty—as you might guess, a Weapons specialist should *not* screw around with a Demolitions Pack.

Although all the SFC squad members have equal hit points—they all take the same amount of bodily damage before they expire—there are certain squadmates who cannot die. After all, there's a traitor in the game, so this traitor cannot die. Nor can the actors that appear in the video sequences. If these squadmates reach critical damage in a firefight, they "evac"—which is a nice term for the emergency evacuation procedure that can be initiated by one of these critical squadmates. However, keep in mind that if your squadmates are injured, they won't be available for your next mission.

The "immortal" squadmates are: Brandt, Girraud, Mylonas, McCulloch, Schulyer, Walker, and Ashford. The remaining squadmates who start on your squad are: De Fonseca, Ng, Gomez, Rus, and Rossi.

If your squadmates are killed, you'll get replacements from the ranks of Clan Strike Force soldiers who are waiting for a crack at the elite SFC. But these replacements are clan SF forces who didn't make the cut, so don't get your hopes up.

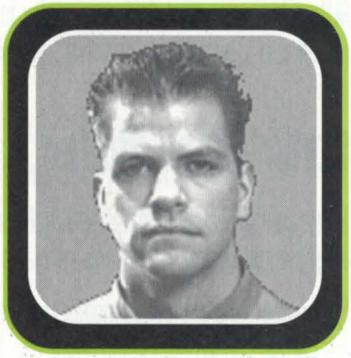
There are several special classes of which you should be aware. Weapons specialists, like Nikola and Sarah Walker, specialize in combat. Their marksmanship under combat conditions is unequaled. A Repair specialist can make field repairs on PBAs, while an Electronics specialist can rewire enemy turrets or perform other specialized mission-specific functions. A Demolitions expert can set charges to destroy buildings or just plant charges to be detonated when the enemy passes over them. A mix of talents will be necessary to complete most missions successfully.

Following are a brief biographical sketch and a relative rating, from 1-10, of each SFC member and potential member's skill at weapons, electronics, and demolition. A "0" rating means that the soldier has no skill in that area, while a "10" means they demonstrate exceptional proficiency.

NOTE: THE NON-PERCENTAGE NUMBERS GIVEN IN THIS SECTION ARE THOSE USED BY THE GAME ENGINE AND WERE TAKEN DIRECTLY FROM THE GAME FILES. THESE NUMBERS DO NOT HAVE ANY REAL WORLD EQUIVALENCY—THAT IS, 3500 UNITS OF ARMOR DOESN'T TRANSLATE TO THICKNESS IN INCHES OR WATTS OF POWER REQUIRED. THE BEST WAY TO USE THESE NUMBERS IS WITH OTHER NUMBERS OF THAT TYPE. FOR EXAMPLE, COMPARE THE ARMOR VALUES OF TWO OPPOSING UNITS—THE HIGHER NUMBER IS THE STRONGEST ARMOR.

ALSO, KEEP IN MIND THAT SOME NUMBERS ARE RELATED. FOR EXAMPLE, WEAPON STRENGTH DIRECTLY AFFECTS ARMOR STRENGTH. EACH TIME A WEAPON HITS, IT TAKES AWAY A CERTAIN NUMBER OF POINTS FROM ITS TARGET'S ARMOR VALUE.

Nikola ap Io



Nikola, your eyes and ears, is the leader of Strike Force Centauri, having distinguished himself during his tour of duty with Strike Force Io. There is a good deal of sibling rivalry between Nikola and his older brother Brandt, stemming from their parents' deaths at the hands of pirates. Nikola, still a boy, picked up his father's rifle and didn't stop shooting until he ran out of ammunition. Brandt, his older brother, did nothing. Nikola's weapons proficiency is second only to Sarah Walker's.

Weapons: 9 Electronics: 0 Demolition: 0

Note that Nikola has slightly different statistics when he's in the various PBAs he will use during the course of the game. In addition, there are more systems that are relevant in Nik's PBA, such as Drones, which his squadmates do not have.

Nikola in Scout PBA: 2600

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 45

Nikola in Standard PBA: 3300

Energy Rating: 1100

Energy Recharge: 125

Armor Regeneration Rate: 50

Nikola in Heavy PBA: 4000

Energy Rating: 1250

Energy Recharge: 150

Armor Regeneration Rate: 55

Pilot: 2200

Sensors: 800

Targeting Discrimination: 800

Jump Jet Control: 800

Infrared: 800

Targeting: 800

Video: 800

Drone: 800

Nikola in Pirate PBA: 2500

Energy Rating: 800

Energy Recharge: 200

Armor Regeneration Rate: 50

Pilot: 2000

Sensors: 500

Targeting Discrimination: 500

Jump Jet Control: 500

Infrared: 500

Targeting: 500

Video: 500

Drone: 500



Nikola's Pirate Weapons

Pulsar

Range: 180m

Damage: 115

Fire Rate: 800

Particle Beam

Range: 120m

Damage: 190

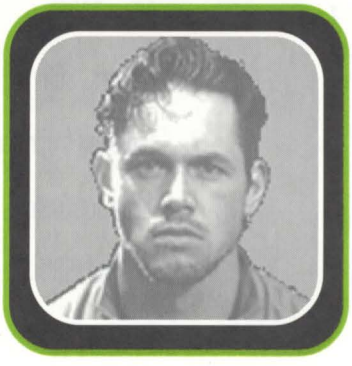
Grenade

Range: 96m

Damage: 225/12m

Fire Rate: 2800

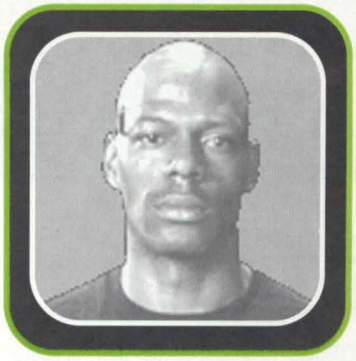
Brandt ap Io



Brandt is the older brother of current SFC squad leader Nikola ap Io. The two served alongside one another for several years in Strike Force Io, and the fact that both of them rose to the SFC is testament to their inborn talent. Brandt's previous commanders call him moody at times, though dedicated and very talented with demolitions.

Weapons: 5 Electronics: 0 Demolitions: 9

Gaspard Girraud



Girraud languished for nearly a year in a pirate prison in CY 121, and the psychological trauma left his speech patterns in utter disarray. However, his previous commanders in Strike Force Porthos assert that the neurological damage is restricted to his verbal centers, calling him an unparalleled electronics genius. "Gags" wears an experimental neural-transfer device, which he uses to compensate for his poor communicative skills.

Weapons: 5 Electronics: 10 Demolitions: 0

Maggie McCulloch



McCulloch is doubly famous for her objective age and for her unauthorized recon of the Ganymede smuggler camp during her second year with Strike Force Stockton. Assigned to a routine patrol, Maggie departed from her assigned route on a hunch and discovered the long-sought Ganymede smugglers hidden in a narrow ravine. Nearly fourteen hours later, she returned with a map of the camp that was probably more complete than anything the smugglers themselves had. For this she received both a written reprimand and the Devon Medal. Her recon abilities are top-notch.

McCulloch, nicknamed "Drifter," is most unusual among Centaurians in that she is one of the original Jovian colonists. Her ship went off course and was only discovered in CY 122. She has clear memories of being forced out of the Earth system in AD 2154 (BCY 26) and is outspoken in her hatred of the Hegemony.

Weapons: 6 Electronics: 0 Demolitions: 0

Cassandra Mylonas



Mylonas is one of the best offensive soldiers among the Strike Force technicians—aggressive, smart, and a damn good shot. Her commander at Strike Force Sparta says, "Both her repair skills *and* her aim have been a saving grace more than once." She is especially sensitive about her throat injury and voice-box amplifier, and was offended rather than amused at being given the callsign of "Siren." Call her by this name at your peril.

Weapons: 6 Electronics: 0 Demolitions: 0



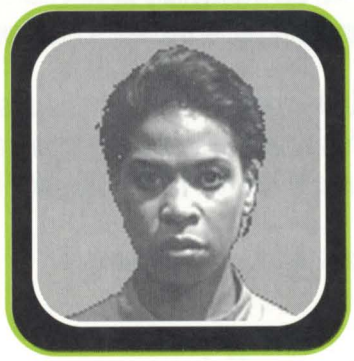
Ernest Schuyler



Ernest "Sky" Schuyler served for five years in Strike Force Feldvaar, and was highly recommended by Commander Andersen of that unit. Schuyler has an overactive sense of humor, and has received several reprimands for dereliction of duty during his eight years on the Force. He has shown flashes of brilliance with demolitions, however, and either through luck or instinct has played important roles in many missions.

Weapons: 4 Electronics: 0 Demolitions: 9

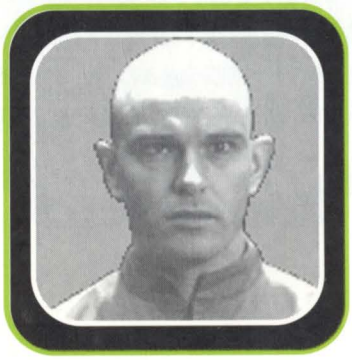
Sarah Walker



Walker is simply the best weapons specialist that Centauri has ever seen, and her 98% score on the Lofton Exercise has never been equaled. Her abilities do not diminish under pressure, either. She earned her second Centauri Cross during the final raid on the Phelge pirate base, staying in the fight to the end despite two broken legs. Walker is tough and responsible, and is a real asset to the Force. She is a top-notch soldier and should be your first choice when arming for a firefight.

Weapons: 10 Electronics: 0 Demolitions: 0

Simon Ashford



Ashford earned his nickname, "Trash Can," during a raid on one of the Ripken Smuggler outposts while a member of Strike Force Stockton. To demonstrate his superior tactical position during an apparent stalemate, he shot and destroyed nine large trash barrels that the pirates were using for cover, expending only one shot for each.

Weapons: 8 Electronics: 0 Demolitions: 0

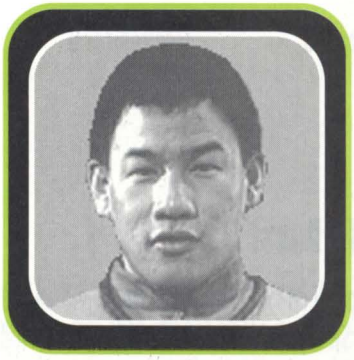
Isabella De Fonseca



Isabella is the veteran mechanic of Strike Force Avila. She is the only remaining technician in military service who was taught by Dr. Joshua Samuels, the engineer who reinvented on-the-fly PBA repair techniques. "Otter" is probably the best field mechanic alive, and her ability to perform her duties in the heat of battle has earned her several medals.

Weapons: 5 Electronics: 0 Demolitions: 0

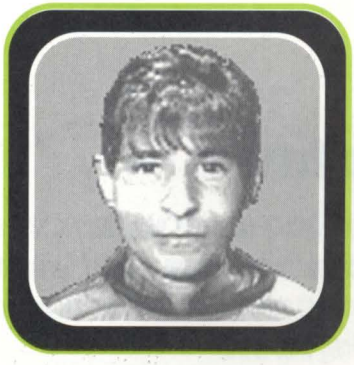
Tranh Ng



Tranh "Slugger" Ng is one of three demolitions experts with the SFC. His uncanny finesse with explosives is well-known in Clan Namuro, where for three years he was in charge of clearing areas for buildings and roadways for the Namuro Expansion. Slugger's combat experience has been light, but his commander at Strike Force Namuro says his demolition skills are beyond question.

Weapons: 4 Electronics: 0 Demolitions: 6

Graciela Gomez



Graciela's nickname, "Angel," is short for "Angel of Death." In most combat situations she will not leave an enemy wounded; she always finishes the job. She was almost court-martialed once for ignoring an order to retreat, instead finishing off a band of pirates. Still, her remarkable accuracy and stamina generally make her a sought-after soldier in combat-heavy missions.

Weapons: 9 Electronics: 0 Demolitions: 0



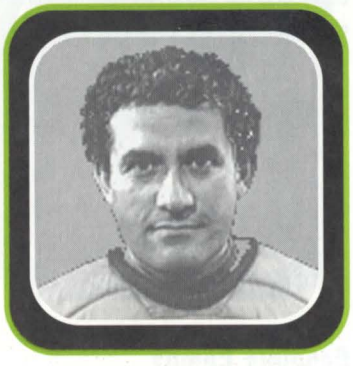
Tatiana Rus



Tatiana "Rusty" Rus grew up on a small farmstead on the northern edge of the Petrovsk territory, where she developed her weapons proficiency by shooting crop-eating field rats with a sleeper rifle. When she was 18, her parents convinced her to test for entry into Strike Force Petrovsk, and Commander Marovich immediately recognized her great potential as a recon specialist. She joined the SFC after three years there, and has distinguished herself as a loyal and hard-working soldier.

Weapons: 5 Electronics: 0 Demolitions: 0

Mario Rossi



Mario grew up on Carpaccio Station, and by the age of 14 was on the engineering team there. He joined Strike Force Carpaccio on his 19th birthday as an electronics expert, where he served for thirty Terran months before joining the SFC. He has seen limited action, but seems to be a solid soldier in all ways. "Radar" is one of the louder and more talkative members of the Force, and is generally well-liked. Some people find him a gossip, but all agree that he means well.

Weapons: 3 Electronics: 5 Demolitions: 0

Peter DeWitt



"Dagger" DeWitt served for nine years in Strike Force Feldvaar before joining the SFC. He participated in the Porthos Defense of CY 117, where he earned his first Centauri Cross. Dagger is currently the oldest soldier in the SFC. He's competent in the field, but his speed and stamina are not what they once were.

Weapons: 8 Electronics: 0 Demolitions: 0

Replacements

These remaining squadmates are replacements for any casualties you may suffer.

Phil MacAlpine

Phil has spent most of his three years with Strike Force Slade assisting in research and development of new explosives. He spends all of his free time either experimenting in the lab or cloistered in his room, studying how to make a better bomb. His skills in the field are solid, and he seldom makes mistakes in judgment when planting a charge. Although he's not one of the better shots in the SFC, "Mountain" is both quick and strong.

Weapons: 5

Electronics: 0

Demolitions: 5

Mary Steadman

Mary is one of the least experienced soldiers assigned to the SFC, having served with Strike Force Ganymede for only eleven months. Nevertheless, she is an excellent shot and a fine soldier, earning the New Hope Lance earlier in her career than anyone in the past 25 years.

Weapons: 8

Electronics: 0

Demolitions: 0



Miscellaneous Reserves

The remaining SFC reserves are mediocre combat specialists compared with the elite SFC, each with a skills rating of:

Weapons: 6

Electronics: 0

Demolitions: 0

Aside from their biographies, they are all identical.

Natalia Sedan is considered refined and aristocratic by her squadmates at Strike Force Avila, who speak of her elegant and expensive tastes in nearly everything. They also speak of her ferocity and finesse in combat, and how she once saved the rest of her squad with a suicidal yet successful rescue bid. Her commander calls her bright, dependable, and strong.

Fei-Kui Yu earned her New Hope Lance on her first mission with Strike Force Namuro, almost nine years ago. Near death herself, she managed to keep alive two squadmates who were wounded and half-buried beneath an avalanche until a rescue team arrived three days later. Her bravery is unquestioned, although her performance sometimes suffers in heavy combat situations.

Mayita Perez is most famous for her deciphering of the Phelge pirates' code in her first year with Strike Force Urrutria. After weeks of struggling with the code, Perez consigned herself to a bathtub, where she stayed for 18 hours before cracking the pirates' cypher. Her dash through the base in her white towel earned her the nickname of "Ghost." This story is typical of her keen wits and hard work. Perez is a responsible and loyal soldier, with good weapons skill and stamina.

Laima "Bullseye" Denovich is a superior marksman and one of the more sought-after soldiers on assault missions. After having fought against the Ganymede smugglers and helping to quash the Venusian rebellion, she was awarded the Stockton Cluster for her heroic efforts in the campaign against the Phelge pirates. Despite her quality as a soldier, Laima's insubordinate attitude has not endeared her to Command, and has probably cost her a promotion or two.

Gina DiSarcina was the oldest member of Strike Force Carpaccio before her transfer to the Centauri team. A well-rounded soldier and career military woman, she began her career with four years in the Carpaccio Mining Guard, spent two years as an appointed bodyguard to Clansman DiSoto, and served seven years with the Carpaccio Strike Force. Her commander there says of her, "Grim, not much personality, but reliable as hell."

Anna "Clockwork" Dorhoefer earned her callsign at Strike Force Feldvaar not due to any kind of strict personal regimen, but because of her frequent disciplinary lapses during her first year there. Her frequent flouting of curfew and noise regulations earned her so many unpleasant predawn cleaning shifts that her fellow soldiers joked she was up early "like clockwork." A friendly and popular soldier, "Clockwork" more than makes up for her occasional indiscretions with her battlefield savvy.

"Claymore" Macquarrie was declared "the finest soldier he'd ever witnessed" by her commander of Strike Force Slade. Her quickness and judgment have already become evident in her few assignments with the SFC. Despite her shyness, she has already earned the respect and friendship of most of the soldiers.

Jennifer Waring was best known in Strike Force Io for being excessively superstitious, and she has brought most of her eccentricities with her to the SFC. These include her habit of sleeping with what she claims is a 300-year-old E-bulb beneath her pillow, which will bring her good luck if it doesn't break. It was this quirk that earned her the callsign of "Lightbulb."

Armando Mendez was a six-year veteran of Strike Force Avila. In addition to teaching tactics to his fellow squadmates, "Duke" was allowed to teach fencing and swordfighting classes as official parts of the SFA regimen. He insists that fencing's benefits to reflexes and concentration translate directly to PBA combat.

Hideo Igawa is known as the swordsman of Strike Force Namuro. Among his collection are numerous katana, broadswords, maces, rapiers, and knives. Moreover, Hideo claims to be proficient in all of them, and seems to be able to back his claim. With more modern weapons, "Tornado" is known as a dependable and dedicated soldier.

Jaime "Feedback" Fuentes earned his callsign from his early trait of excessive chattiness during missions, a trait that his former peers in Strike Force Urrutria are glad has vanished. During a raid on a smugglers' outpost, Jaime had his comm link open when he took a grenade hit to the helmet. The resulting explosion left two squadmates deaf for nearly 24 hours. Jaime is known as an enthusiastic soldier.

Oleg Ungvarski, standing slightly over 2.1 meters and weighing almost 136 kilos, actually required a special custom-fitted PBA during his four-year stint with Clan Petrovsk. He earned his reputation for nearly inhuman strength during a routine defensive operation, when, having lost his targeting computer and most of his visuals, he charged the last attacking pirate and punched his fist through his foe's faceplate.

Teddy Boccabella is the great-grandson of Mia Boccabella, one of the chief engineers who designed the original Carpaccio Station. Born into a family of engineers, Tedetso rejected his family's heritage and opted for combat training. He joined Strike Force Carpaccio at the age of 16, and at the time of his recent promotion to the SFC had logged more combat hours with the Carpaccio force than any soldier in its history.

Pieter "Spider" van Praag was considered Strike Force Feldvaar's zookeeper, owning a menagerie of pets including dogs, turtles, newpigs, and iceflizzies. He says that his nickname does not come from owning any spiders, but refuses to disclose its true origin. Pieter is swift under stress but is sometimes hard to motivate.



Andrew Cameron is known at Strike Force Slade as a relentless tracker of smugglers. His skill at gaining visual IDs of smuggled equipment and the pun on his last name have earned him the nickname "Camera." Andrew has a reputation as a dedicated soldier when on-duty and a hard drinker when not.

"Gorgeous George" Nickelsford is one of the younger soldiers in the SFC. Although still relatively untested, he has performed well in the field and in numerous training exercises. George has a remarkably inflated ego, which has not made him popular among his fellow soldiers. He believes his callsign was given to him because of his field skills, but in fact it was due more to his overblown self-image.

Colin: The Prominent Son

During a later mission, you will need to rescue Clansman Colin, a stranded soldier from Strike Force Io's Anvil Squad. Once you repair his PBA, he will join your squad. You'll need to ensure his safety—he's the son of a prominent political leader.

Colin: 1350

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 50

Pilot: 1500

Sensors: 300

Targeting Discrimination: 300

Jump Jet Control: 300

Chapter 3: Mission and Campaign Briefing

In this chapter you'll learn some history, technical details on tactical operations, and information on your squad and your opponent. Consider this your last safe refuge before we kick you out of the classroom into the real world.

It came as a surprise to the Hegemony that the Centauri colonies were able to continue technical development apace after relocating from the Sol system. The original colonists brought tremendous expertise—as well as cannibalized starships and transports—and also exploited new natural resources to accelerate the development of industry and research.

They also brought a deep distrust of the Hegemony. We've seen what their military can do, and our ancestors vowed never to be caught unprepared for their numeric superiority and amorality. Thus the clans developed advanced combat systems, culminating in the Clan PBA, or Powered Battle Armor, which is much more effective than the Hegemony's standard issue.

Powered exoskeletons have been used by the military back in the Sol system for some time now to carry and power heavy weapons systems. However, clan technology has made vast improvements to the first exoskeletons, and now clan PBAs are second to none. Rapid PBA development has led to the creation of the XR-5, the standard-issue Strike Force Centauri PBA, superior even to clan PBAs. Today, the standard PBA carries an impressive armament and redundant weapons systems, self-sealing and self-repairing armor, sensors, communications, and navigation systems. In addition, the PBA has an all-purpose docking system for ASF (Auxiliary Suit Function) systems, which can be customized to suit your particular tactical style and/or your mission objective.

With the rapid development of PBA tech, older and obsolete PBAs—obsolete by SFC or Clan Strike Force standards, anyway—have fallen into the hands of some of the criminal element that seems to be surviving, even thriving, among the clans: pirates. Pirate PBAs are generally far inferior to their SFC counterparts. However, a recent rise in pirate activity and pirate PBA firepower has prompted the formation of SFC, the clans' elite soldiers, who are equipped with state-of-the-art technology.

The Strike Force Centauri Armory

You'll begin your tour of duty with the standard XR-5 PBA with laser, multipulsar, and smoke grenade weapons systems and the dynamo and jump jet ASF. Your first two certification missions, which are discussed in the next chapter, will take you through your basic suit functions.

Here's a list of keyboard commands for all PBAs. Note that your mission may require you to use different PBAs, or even enemy units for infiltration missions, so keep in mind that each PBA has different capabilities.



PBA Keyboard Commands

Movement

W/	Run forward
A/	Turn left
S	Walk forward
D/	Turn right
Z	Sidestep left
C	Sidestep right
X/	Move backwards
Space bar	Activate jump jets

Keys can be held down together to combine effects. For example, pressing W and A will cause you to move forward diagonally to the left. The most effective maneuver is *bounding*, which involves a minute burst of jump jet thrust with each step. To do this, hold down the Shift key plus the movement key. You'll cover a lot of ground quickly, and you can scale hills without being weighed down by gravity.

COMBAT TIP: BOUNDING CAN GET YOU INTO AND OUT OF FIREFIGHTS QUICKLY, AND CAN KEEP YOU OUT OF THE RANGE OF THE PIRATES' WEAPONS WHILE LEAVING THEM WITHIN YOUR RANGE, SO GET USED TO USING THIS FEATURE.

You can crouch by pressing the apostrophe (') key. This will make you a harder target to hit. Pressing another movement key causes you to stand.

You will also want to look around wherever you go. You can use the keyboard or the numeric keypad for this. Turning your head allows you to see, aim, and fire at targets more quickly than turning your whole body; similarly, you can move in one direction and fire in another at the same time.

Looking Around

R or 8	Look up
Q or 4	Look left
F or 5	Recenter
E or 6	Look right
V or 2	Look down

Weapons Selection

The Heads-Up Display (HUD) in your PBA is fully interactive; you'll put the XR-5 through two simulated runs later, and we'll point out the various HUD features. Still, as with any other well-designed hardware interface, there's more than one way of doing things.

COMBAT HINT: START YOUR MISSION WITH THE LONGEST-RANGE WEAPON SELECTED AND POWERED UP.

A PBA has four available weapons slots, and you can select any of the four weapons (particularly bulky systems may take up two slots) by pressing 1-4 on the numeric keypad.

Your PBA's targeting and tracking system is capable of tracking targets within sensor range. You can cycle through targets by using T or [(from left to right) and Y or] (from right to left).

You can toggle the full screen mode by pressing G; pressing the Tab key toggles the MFDs on and off. Pressing I toggles Infrared Vision. Your helmet optics can zoom in and out with the equal (=) and hyphen (–) keys.

Multi-Function Displays

Your helmet has three Multi-Function Displays (MFDs), which can be configured to display a staggering amount of tactical data, depending on your preference.



COMBAT TIP: USE THE FULL-SCREEN MODE AND LEAVE THE MFDS TOGGLED OFF DURING A FIREFIGHT SO YOU CAN SEE YOUR ENEMIES.

You can cycle through the displays in the left MFD (which include Communications and Squadmate Status) with the (or 9 key.

The center MFD contains location data and defaults to a mission map display; you can recenter the map to your position by pressing the N key. If you press B, all three displays create a virtual 360-degree "padlock" view of your tactical situation—useful if you're ambushed or caught by surprise. The M key brings up a full-screen map, and if your MFDs are active, the middle MFD becomes your actual view.

Here are several commands to modify the map display:

- F9 brings up the names of your squadmates next to their map markers.
- F10 displays sensor ranges—the larger circle detects any active target (such as a moving PBA), while the smaller circle is a proximity sensor, capable of detecting any object, even powered-down PBAs.
- F11 shows the effective range of your currently selected weapon.
- F12 toggles mission information, which labels landmarks supplied by SFC intelligence.
- You can zoom in on the map by using the period and comma keys.

The right MFD keys into your suit's weapons, drones, and ASF systems. Again, weapons selection is accomplished through keys 1-4. You can bring up your ASF control screen by pressing the 5 key. The right MFD can be cycled with the 0 key.

As squad leader, you have a PBA that is equipped with three surveillance drones. Click on the MFD drone launch display to launch the drone; you can specify a target on the drone map for the drone to patrol, but you can also use your keyboard to control the drone's movement. The drone's field of vision will appear in the MFD, and the drone will patrol any area you select on the drone map.



Hold down Ctrl and use a movement key to move the drone in the desired direction:

- Ctrl+Pg Up causes the drone to gain altitude.
- Ctrl+Pg Dn causes the drone to descend.
- Ctrl+Home brings the drone back to your PBA.

COMBAT TIP: USE DRONES TO SCOUT OUT AREAS YOU SUSPECT MAY CONCEAL ENEMIES. THE DRONE MAY BE DESTROYED, BUT YOU'LL KNOW THE ENEMY'S LOCATION. USING A DRONE INCREASES YOUR EFFECTIVE SENSOR RANGE IMMEDIATELY.

When you've finished your mission, you'll need to call your dropship. If you've finished all your mission objectives, the dropship will automatically fly to the dustoff point. Or you can call the dropship manually by pressing Enter if you just decide to turn tail and run.



Communications

The reason you have squadmates is that no one soldier—or even four individual soldiers—can accomplish what a well-trained squad working together can do. You'll need to stay in touch with your squad to issue orders.

The left MFD is used for your communications screen and also lets you check your squadmates' status and the views from their viewscreens. To establish communications with a particular squadmate or open a channel to your entire squad, either click on the command menu appearing in the left MFD or press the appropriate function keys. Remember, your squadmates are trained to follow your orders without question if at all possible.

When you open communications with your squadmates, F1 issues movement commands. A submenu appears:

- F1 orders your squadmate(s) to move to a specified location.
- F2 orders your squadmate(s) to follow you—the default order.
- F3 orders your squadmate(s) to stop.
- F4 issues an order to go to the nav point.

F2 issues formation commands. The subsequent submenu offers these options:

- F1 tells your squad to rush.
- F2 issues an order for an aggressive attack—the default order.
- F3 is an order for a cautious advance, which means your squadmate(s) can engage the enemy, but if fighting gets too intense, they must fall back.
- F4 orders your squadmate(s) to take cover.
- F5 signals a retreat.
- F6 orders your squad to assume battle formation around you.
- F7 orders your squadmate(s) to hold present position, even if engaged.

F3 issues engagement orders. These submenu choices follow:

- F1 orders your squadmate(s) to attack your target—you must have a target lock first, however.
- F2 directs the squad to attack the target you've designated on the map.
- F3 is the default order—fire at will at any enemy encountered.
- F4 tells your squadmate(s) to return fire only if fired upon first—a good command for stealth missions.
- F5 orders your squadmate(s) to cease fire until given another combat order.

F4 directs your squadmate(s) to use their ASFs, which may be essential to your mission success, with this submenu:

- F1 orders the squadmate(s) to use the ASF at will—the default order.
- F2 issues the order to not use the ASF.
- F3 orders your squadmate(s) to use the ASF immediately.

F5 gives special orders (although not all squadmates have special functions available). For example, if you have a demolitions expert along, you'll be able to give these commands:

- F1 places charges at the point you specify on the map (choose the fuse of the charges to set).
- F2 detonates charges (choose the fuse color corresponding to the set charges).
- F3 places charges on mission target. If there's a specific target to destroy as part of your mission objectives, this command sends your demolitions expert to it.
- Other special orders include rewiring, reconnaissance, or repair, depending on the specialist.

F6 closes communications.

There are also communications hotkeys, which send orders to the entire squad. Here's a list:

Alt+A	Aggressive attack
Alt+C	Find cover
Alt+D	Cautious advance
Alt+F	Assume formation



Alt+H	Hold fire
Alt+M	Follow me
Alt+N	Go to nav point
Alt+P	Go to pickup point
Alt+R	Retreat
Alt+S	Status check
Alt+T	Attack my target

Strike Force Centauri Powered Battle Armor

SFC PBAs represent the height of clan technology, superior even to the individual Clan Strike Force armament. Because the newly formed SFC is just getting underway, clan scientists and engineers are in the process of rolling out new PBAs, weapons, and other assorted equipment. Until then, a standard set of armament and peripherals of destruction are available for your killing pleasure.

All PBAs are equipped with a regenerating armor system, which uses a combination of polymers and resins to seal breaches in the armor until full repair can be performed back at the SFC base. However, the systems in a PBA—weapons, sensors, jump jets—are *not* self-repairing. If you have a repair specialist in your squad, he or she will be able to repair a limited number of PBA systems with the PBA repair equipment.

Each PBA is equipped with a dual sensor system. The energy sensor has a longer range and detects active targets. Therefore, inactive targets—including enemy units—will not be picked up on your energy sensors. Your proximity sensor has a more limited range but picks up all objects within its range, including inactive enemies.

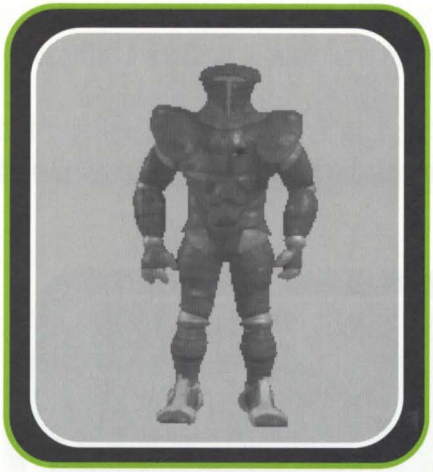
War has been based on visual contact since the dawn of recorded history. With limited sensor ranges and enemies with sensor/stealth capabilities, you will come to rely on visual contact. A standard PBA can go to 3X magnification without loss of resolution, and also comes equipped with an infrared viewing system for use at night or in inclement weather. But the PBA also has a sophisticated navigation system,

with a downloaded tactical map, virtual nav points, and a comm system that keeps track of your squadmates and their location and status. You can even download their visual images into your display system.

Each PBA suit comes with slots for various weapons. The XR-5 Standard Suit comes with four weapons slots; the basic weapons systems take up one slot each, and more sophisticated systems take up two. It's always wise to take along redundant weapons systems in case one of them is damaged beyond repair while you're still in a hot zone.

Of course, each PBA has room for an ASF package and jump jets, all powered by a cold fusion reactor. Each subsystem has its own armor rating—for example, the pilot armor measures the protection to the PBA occupant provided by that PBA.

Standard Suit



Speed: 50 kph

Sensors: 180m/90m (energy/proximity sensors)

Visuals: 3X

Weapons Slots: 4

Jet Efficiency: Medium

Armor Value: 3500

Energy Rating: 1100

Energy Recharge: 125

Armor Regeneration Rate: 50

Pilot: 2000

Sensors: 370

Target Discrimination: 370

Jump Jet Controls: 370



The XR-5 is Strike Force Centauri's standard-issue PBA. It's an excellent all-purpose PBA for missions that don't involve heavy assaults or require maximum stealth. The XR-5 has good speed and mobility, and can carry heavy firepower into the field. This PBA's armor rating is also more than respectable, easily outclassing any pirate you might encounter.

Weapons

Only a handful of weapons systems are available to the SFC at the beginning of the campaign, but our researchers are constantly developing new ordnance. Remember, range for projectile weapons is calculated at one standard Earth gravity; soldiers should expect increased range on planets with lower gravities.

Multipulsar



Range: 126m

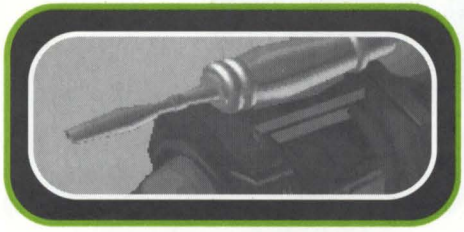
Damage: 60

Arm Slots: 1

Reload/Recharge Rate: 400

The multipulsar fires pulsed blasts of charged subatomic particles in five discrete beams of energy, increasing the probability of a hit. This weapon's damage potential is low, but it boasts a fairly quick recharge rate and excellent range. You should be able to take a vantage point and open fire on enemies before they can get you in their range.

Laser



Range: 72m

Damage: 45

Arm Slots: 1

Reload/Recharge Rate: 100

This energy weapon focuses coherent light through Clan Slade's MacClemens-3 lens system. It has a considerably shorter effective range than the multipulsar, but it's capable of continuous fire, making it a good weapon in closer engagements.

Smoke Grenade



Range: 102m

Damage: None

Arm Slots: 1

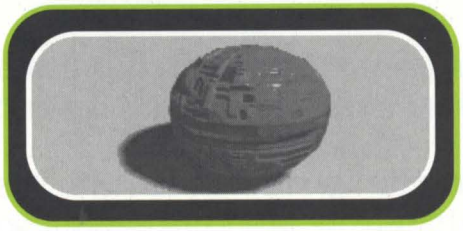
Grenades: 40

Reload/Recharge Rate: 400



The smoke grenade is a purely defensive weapon. It explodes on impact and releases a smoke made up of refractive, opaque, and ablative materials that make it, for all intents and purposes, a complete barrier to energy beam weapons.

Drone



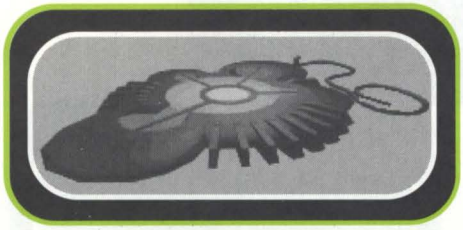
The drone is a reconnaissance tool that sends a live video feed from its position to the PBA. As squad leader, your PBA is equipped with three drones. As you might guess, they are very vulnerable to enemy weapons fire. It's also likely that enemies have their own drones.

Drone Armor Rating: 100

Auxiliary Suit Functions

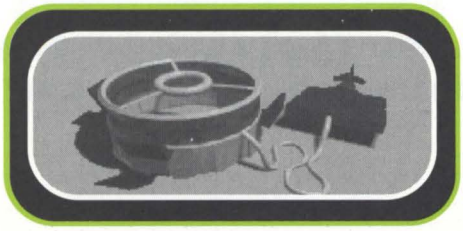
PBAs are designed so that they can be customized for different mission profiles through ASFs, or Auxiliary Suit Functions. These units allow specialists to carry their tools of the trade onto the field.

Dynamo



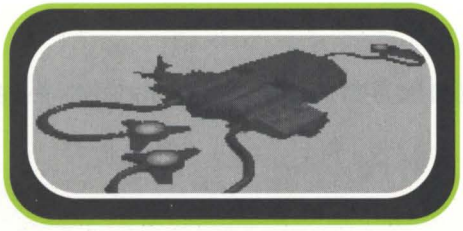
The dynamo is a portable cold fusion energy source designed to supplement your PBA's reactor. It doubles your PBA's recharge rate—a boon when you're using some of the more energy-intensive weapons being developed for and/or adapted to SFC PBAs.

Jump Jet Booster



This tri-chamber fuel-transfer system doubles the fuel efficiency of your jump jets. This is a good unit to take on reconnaissance missions where you may need to beat a hasty retreat.

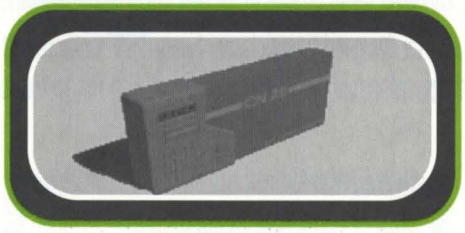
PBA Repair Pack



Only a repair specialist can carry this unit, which allows for field repairs to damaged PBA systems. Any squad anticipating a heavy firefight should bring along a repair specialist and a repair pack.



Demolitions Pack



Affectionately called "Hell's Purse" by demolitions experts (the only soldiers qualified to use the demolitions pack), this package contains explosives and detonators. While it can be used to destroy structures, a wily SFC commander might also use these explosives to create a nasty surprise for pursuing enemies.

Demolitions, small: 400/12m

Demolitions, regular: 900/36m

Newly Developed/Converted Clan Technology

There are a number of weapons systems currently in development, in addition to the technologies being ported to the new PBAs used by Strike Force Centauri.

This advance briefing will bring you up to speed on the latest clan developments, as well as the latest intelligence on pirate and Hegemony technology.

Powered Battle Armor

Scout Suit



Speed: 60 kph

Sensors: 240m/100m

Visuals: 4X

Weapons Slots: 2

Jump Jet Efficiency: High

Armor Values: 3000

- Energy Rating: 1000
- Energy Recharge: 100
- Armor Regeneration Rate: 45
- Pilot: 2000
- Sensors: 300
- Target Discrimination: 300
- Jump Jet Control: 300



The AR-6 Scout Suit is designed for stealth and reconnaissance, and as such should not be taken into heavy combat against other PBAs. Its sensory and visual capabilities are unmatched, and it's smaller, sleeker, and faster than any other PBA. But this suit has less armor, slower recharge rates, and only two weapons slots.

Heavy Suit



Speed: 40 kph

Sensors: 180m/90m

Visuals: 3X

Weapons Slots: 4

Jump Jet Efficiency: Low

Armor Values: 4500

Energy Rating: 1250

Energy Recharge: 150

Armor Regeneration Rate: 55

Pilot: 2000

Sensors: 400

Target Discrimination: 400

Jump Jet Control: 400

The XR-7 is a battlefield juggernaut with the highest possible armor rating and the fastest armor regeneration rate. It's not as mobile as the other two SFC PBAs, but it can withstand tremendous punishment. For full assaults, your weapons experts should use the XR-7's extra protection to waste your opponent.

Projectile Weapons

EM Emitter



Range: 180m

Damage: EM field (70m effective radius)

Arm Slots: 1

Grenades: 50

Reload/Recharge Rate: 300



Fired like regular grenades, EM grenades create a broad-range electrical field disturbance, which show up as a green flash on your PBA map display. Any PBAs caught in the blast become much more visible to your longer-range sensors. The EM field is not detectable by enemy PBAs, so they don't know that they have the equivalent of a large neon "shoot me" sign above their helmets. The EM emitter is especially useful in stealth missions where you need to avoid contact with the enemy.

Grenade Launcher



Range: 96m

Damage: 500/18m

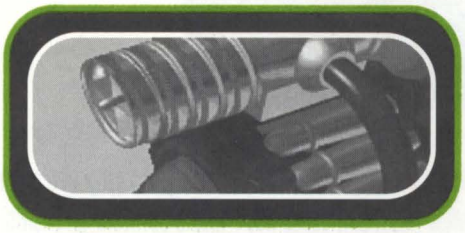
Arm Slots: 1

Grenades: 15

Reload/Recharge Rate: Slow

The grenade launcher fires a fist-sized projectile of poly-synazine explosive with a Feldvaar detonator. It has a respectable damage rating and range, and a large blast radius.

Thermal Disruptor



Range: 102m

Damage: 200

Arm Slots: 1

Reload/Recharge Rate: 600

The thermal disruptor uses an infrared microwave beam. It doesn't damage armor, but it can zap a PBA's inhabitant like a potato in an old-fashioned microwave oven.

Missile Launcher



Range: 180m

Damage: 1200/21m

Arm Slots: 2

Missiles: 15

Reload/Recharge Rate: 1000

This unit launches chemical-fuel rockets tipped with high-density Petrovsk charges, combined with Clan Porthos' computer-guidance circuitry. The final self-guided missile packs a considerable wallop. The reload time is the slowest of all projectile weapons and the launcher is quite bulky, taking up two slots. Still, the large blast radius, long range, and heavy damage make this a formidable weapon.



Railgun



Range: 150m

Damage: 40

Arm Slots: 1

No. of Shots: 300

Reload/Recharge Time: 150

The railgun fires a magnetic casing through a superconductive barrel, transforming the projectile to a near-plasma state. The resulting impact causes little physical damage to a PBA but impairs its self-repair capability.

M-B (Magnetic-Ballistic) Cannon



Range: 270/360m

Damage: 3200/24m

Arm Slots: 2

No. of Shots: 5/10

Reload/Recharge Time: 4500/4000

Also known as the "mailbox cannon," this is a magnetic induction launch system with a chemical fuel engine that propels an oversized explosive over a great distance. No other PBA-mounted weapon can cause this much damage. The M-B cannon can only be used in a Heavy Suit, and can take out three or four targets with a single salvo.

The accelerated version appears only in the last mission of the game.

Other items have explosive damage too:

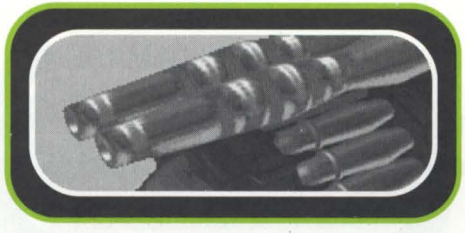
Demolitions, small: 400/12m

Demolitions, regular: 900/36m

Fuel tank explosion: 100/21m

Energy Weapons

Ionic Fusion Rifle



Range: 60m

Damage: 180

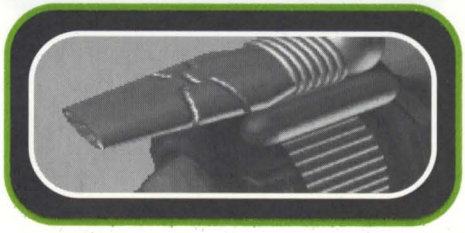
Arm Slots: 1

Reload/Recharge Rate: 150



The ionic fusion rifle is Clan Carpaccio's latest experiment with particle weaponry. Its damage potential is considerably high for a beam weapon, as is its energy requirement. However, its range is less than that of most weapons in its class. This unit is a good substitute for the laser as a close-quarters weapon, with considerably more bite.

Particle Beam



Range: 180m

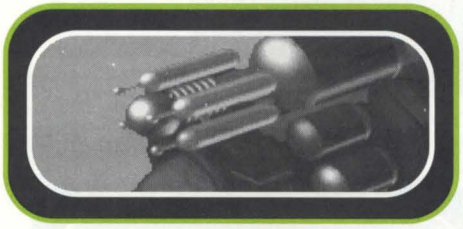
Damage: 250

Arm Slots: 1

Reload/Recharge Rate: 800

This weapon fires a stream of charged electromagnetic particles. A particle beam causes more damage than a laser and has much greater range, but is less energy-efficient. The SFC particle beam is much stronger than its pirate counterpart. This is one of the best all-around weapons.

SIR Mark IV



Range: 30m

Damage: 425

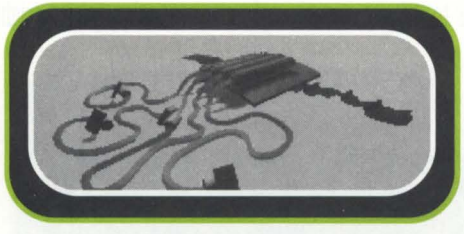
Arm Slots: 1

Reload/Recharge Rate: 1000

Built by Clan Ganymede's Sull Island Research (SIR), the Mark IV discharger emits a cone pattern of ion streams in a small radius. Nearly all conductive targets within its area of effect suffer extreme electrical damage. Note that the emissions from this system are not selective, so don't fire this weapon near any friendly units.

Auxiliary Suit Functions

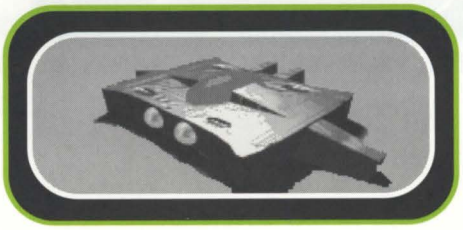
Autodoc



This module uses auto-injection and IV hookups to augment the human body's natural repair system. Through both painkillers and synthetic adrenaline, the autodoc provides a boost of bodily stamina, enabling the suit operator to function effectively after receiving bodily injury. Users typically report exhaustion after the chemical effects wear off.

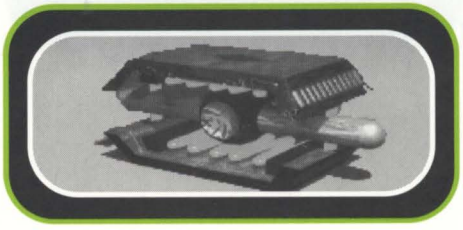


Universal Backup



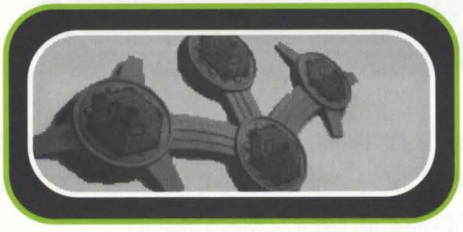
This unit combines a specialized multifunction computer, a nanotech robotics system, and an electromalleable plastic convector. It takes over for the first PBA system destroyed in combat and duplicates its functions. This should be your default ASF selection in most cases.

EMP Dampener



The EMP dampener combines polymer shielding and active electronics to "smother" a certain percentage of PBA electromagnetic emissions. With a smaller emission field strength, an SFC PBA is harder to detect on an enemy's sensors and may be outright invisible at long ranges.

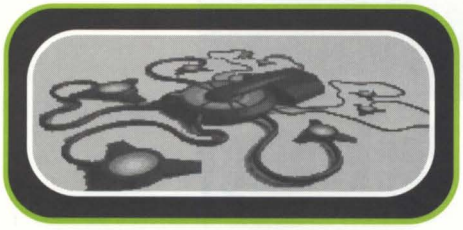
Mine Layer



The mine layer ASF drops a series of small, highly explosive shaped charges that are invisible to enemy sensors. Proximity sensors detonate the charge when an enemy target comes within a one-meter range. The mines contain special circuitry so that SFC PBAs do not set off the charges.

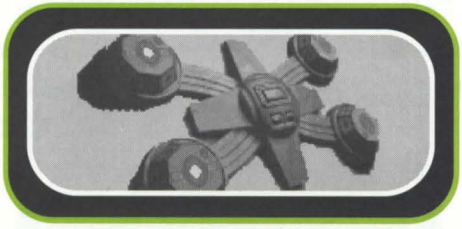
Damage: 3500/24m

Personal Shield



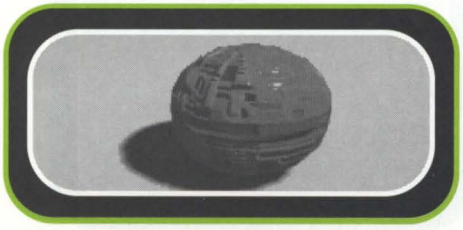
A combination plastite and energy-defense system, the personal shield augments the PBA's armor to protect its wearer from damage. However, it runs on its own limited power supply and should be used sparingly. This is another favorite unit to take as your default ASF.

Autoturret



The autoturret is a self-contained, self-firing weapon that is carried as an ASF. When placed in a stationary location, its target-discrimination circuitry is activated and it opens fire with its light laser at any enemy target that comes within range. It has limited armor and a small self-contained energy supply.

Explod-O-Drone



This ASF pack is a drone with a pressure-sensitive detonator and a small Petrovsk explosive charge. Send the drone towards an enemy target and it explodes on impact, causing heavy damage.

Armor Rating: 100

Damage: 2800/36m



Chapter 4: Enemy Technology

Knowing your own SFC's weapons and technology is important. However, knowing your enemy's weapons and technology is *vital*. This chapter details the forces you'll face and the technologies they'll use against you.

Pirates

Pirate PBAs are made from cast-off parts, black-market components, and salvaged or obsolete PBA/exoskeleton technology. They are formidable opponents to the regular militia, but not to someone in an SFC PBA. However, they're dangerous in numbers now that the Hegemony have been supplying parts and equipment to them, and they may have a few weapons not yet available to SFC PBA. And when you face pirates and pirate captains, make sure you take out the captains first—they're tougher than their bandit lackeys.

Pirate: 500



Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 20

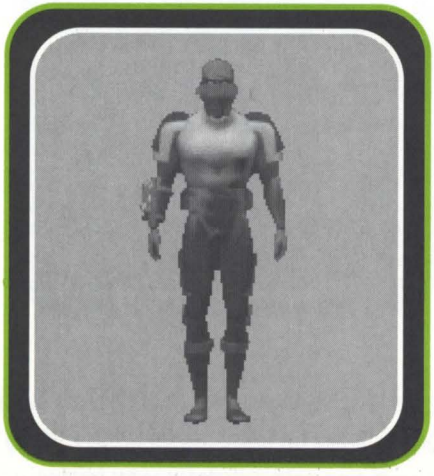
Pilot: 275

Sensors: 30

Target Discrimination: 30

Jump Jet Control: 30

Pirate Captain: 650



Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 25

Pilot: 375

Sensors: 50

Target Discrimination: 50

Jump Jet Control: 50



Pirate Weapons

Pirate weaponry is inferior to SFC weaponry by a wide margin. But take care, because the pirates will gain the use of their second-rate particle beams before similar weapons can be adapted to your new PBAs.

Light Pulsar

Damage: 140

Range: 90m

Fire Rate: 600

Heavy Pulsar

Damage: 255

Range: 120m

Fire Rate: 900

Particle Beam

Damage: 225

Range: 120m

Fire Rate: 800

Grenade

Damage: 200/12m

Range: 150m

Fire Rate: 3000

The Hegemony

Hegemony PBA technology lags behind that of the clans, but not by too much. They are considerably superior to the pirate rabble and have superior manufacturing capabilities. In addition, their scientists have living weapons that are anathema to clan morality.

Stinger Class PBA



The Hegemony has three classes of PBAs, just as the Centauri do. The lightest and quickest is the Stinger Class. Like the Centauri Scout, it has an extended sensor range and greater speed at the expense of reduced armor and energy shielding. Most Stingers are armed only with light lasers, but a few carry modified armor-penetrating microwave generators. Fortunately, Hogs using this last weapon must stop moving and recharge for several seconds between uses, making them easy targets.

Stinger Armor Rating: 750

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 30

Pilot: 400

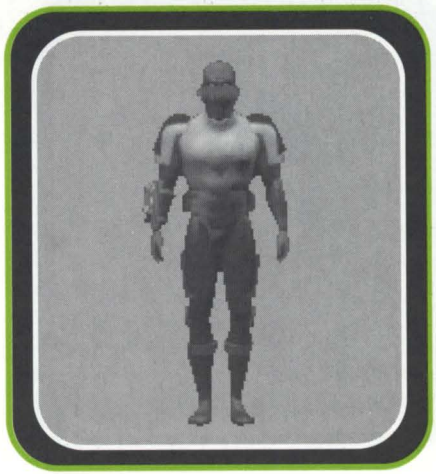
Sensors: 100

Target Discrimination: 100

Jump Jet Controls: 100



Assault Class PBA



The most commonly used Hegemony PBA is the Assault Class. Typically armed with medium-intensity lasers, the Assault Class PBA is a poor man's Centauri Standard.

Assault Armor Rating: 900

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 35

Pilot: 500

Sensors: 125

Target Discrimination: 125

Jump Jet Controls: 125

Juggernaut Class PBA



The Juggernaut is the Hog's heavy suit. These suits are solidly built and can carry some formidable weaponry. Most carry argon-suspension lasers and low-capacity grenade launchers, and some are armed with medium-range missile launchers. Despite their slowness, they pose a greater threat than anything we've seen from the Hogs so far.

Juggernaut Armor Rating: 1200

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 40

Pilot: 600

Sensors: 150

Target Discrimination: 150

Jump Jet Controls: 150



Clones

The Hegemony has combined sophisticated cloning techniques and advanced cybernetics to produce tough, fearless warriors. These cybernetic clones have been given specially modified PBAs. They are considered vile abominations by the clans.

Clone, Mark I



This is the Hegemony's first attempt at creating a genetically engineered warrior. Our scientists suggest that EMP grenades may be the best weapons to use against them.

Clone Mark I Armor: 1200

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 40

Pilot: 650

Sensors: 175

Target Discrimination: 175

Jump Jet Control: 175

Clone, Mark II



This is an improved breed of Clone, faster and more heavily armed than the previous generation. The creators of this living weapon have also corrected the biggest design flaw in the Mark I–the Mark II is heavily shielded against electromagnetic radiation.

Clone Mark II Armor: 1600

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 45

Pilot: 800

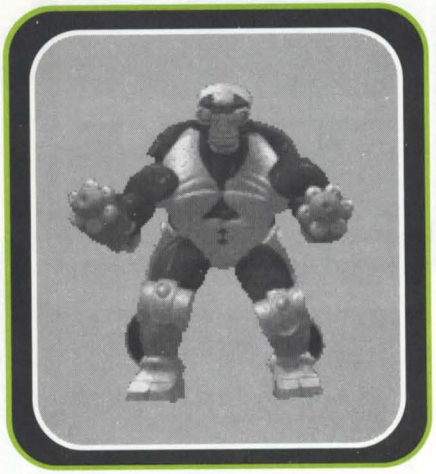
Sensors: 200

Target Discrimination: 200

Jump Jet Control: 200



Clone, Mark III



The Mark III Clone is the most powerful PBA the Hegemony has ever used, and is the first enemy that begins to rival an SFC PBA head-to-head. At least one Mark III Clone has been armed with a devastating plasma weapon, a technology beyond anything we have developed.

Clone Mark III Armor: 2000

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 50

Pilot: 950

Sensors: 250

Target Discrimination: 250

Jump Jet Control: 250

Hegemony PBA Weapons

These weapons are similar to clan weaponry, but are less effective.

Particle Beam

Damage: 225

Range: 120m

Fire Rate: 800

Heavy Particle Beam

Damage: 375

Range: 120m

Fire Rate: 900

Railgun

Damage: 60

Range: 300m

Fire Rate: 400

EM Grenade Launcher

Damage: 70/15m

Range: 60m

Fire Rate: 1350



Grenade

Damage: 250/12m

Range: 60m

Fire Rate: 2800

Missile Launcher

Damage: 500/18m

Range: 300m

Fire Rate: 3400

Heavy Grenade

Damage: 400/15m

Range: 60m

Fire Rate: 3000

Heavy Missile Launcher

Damage: 850/18m

Range: 300m

Fire Rate: 3500

Artillery Shell

Damage: 9000/18m

Range: 3000m

Fire Rate: 3400

Thermal Disruptor

Damage: 120

Range: 60m

Fire Rate: 1000

Light Pulsar

Damage: 150

Range: 120m

Fire Rate: 600

Heavy TriPulsar

Damage: 150 per beam (x3)

Range: 120m

Fire Rate: 600



Hegemony Vehicles

Mech Biped



This large and powerful war machine operates without a human controller, using instead a remarkable artificial intelligence program. It is highly resistant to laser fire, being shielded with an agamemnite alloy similar to that used in Centauri PBAs.

Mech Biped Armor: 3000

Energy Rating: 1000

Energy Recharge: 100

Armor Regeneration Rate: 50

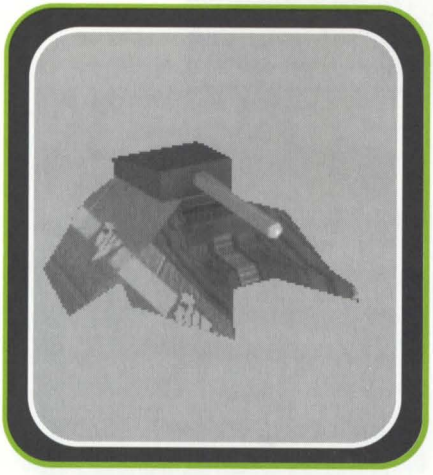
Pilot: 650

Sensors: 225

Target Discrimination: 225

Jump Jet Control: 225

Light Tank



The light tank is a fully automated vehicle, running on a simple but effective battle program. It is capable of crossing uneven terrain at a moderate speed, and can move extremely quickly on roads. A rotating top-mounted turret fires low-intensity laser bolts and cold fusion charges.

Hog Light Tank Armor: 3000

Pilot: 1000

Sensors: 160



Standard Tank



The standard tank is an unmanned all-terrain attack vehicle. Although it's noticeably slower than its lighter counterpart, it makes up for this deficiency with its firepower and armor. Armament may vary.

Hog Standard Tank Armor: 4000

Pilot: 1250

Sensors: 300

Heavy Tank



Capable of heavy demolition and assault attacks, this slow-moving attack juggernaut is the most dangerous of Hegemony vehicles. Its turret-mounted armament can crush anything that stands in its way.

Hog Heavy Tank Armor: 5000

Pilot: 1500

Sensors: 400



Miscellaneous Vehicle Statistics

Pirate/Centauri/Hegemony Truck Armor: 1000/1500

Harvester Armor (if encountered damaged): 9000 (3000)

Artillery: 6000

Bulldozer: 3000

Earth Mover: 3000

Dropship: 6000

Space Cruiser: 6000

Space Carrier: 6000

Scout Ship: 6000

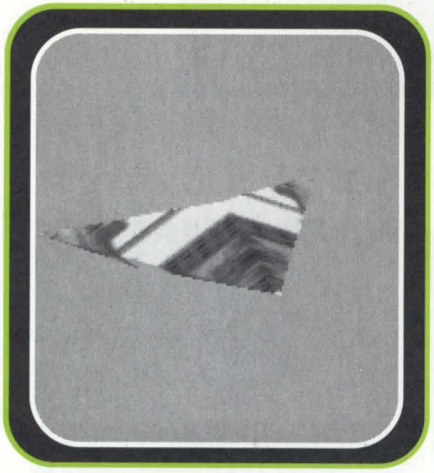
Cruiser: 6000

Cargo Ship: 12000

Attack Ship: 6000

Sonny's Ship: 6000

Spy Probe

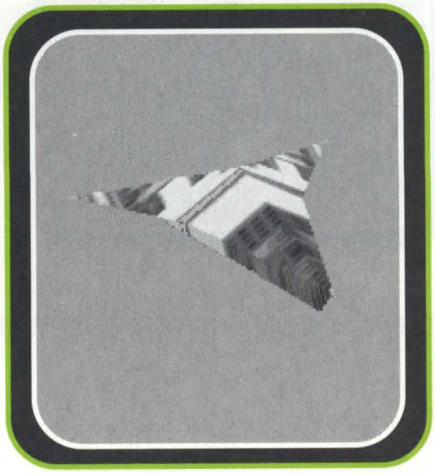


Like the SFC drone, the spy probe tracks its designated target and then returns to its launcher immediately thereafter.

Spy Probe Armor: 300



Hunter Probe



The hunter probe serves as a remote-controlled killing machine. It first tracks its target and then fires on it from varying distances and vantage points.

Hunter Probe: 300

Bomber Probe



Like the SFC Explod-O-Drone, the bomber probe is constructed for one purpose: demolition. Its speed and turning radius are average, and its offensive capabilities are provided by a store of bomblets, like miniature grenades, that can be launched at targets. The force shock is a product of Clan Petrovsk.

Bomber Probe: 400



Swooper Probe



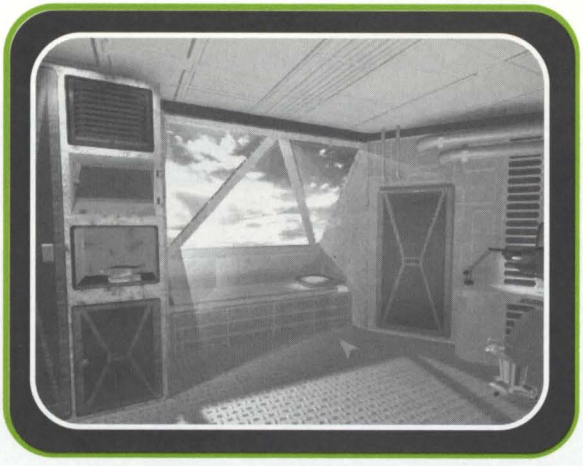
The swooper probe first tracks its target and then dives to the proper attack attitude. Once committed to a dive, it does not break flight. At the base of the dive, it fires on the target until the time trough of the dive is reached.

Swooper Probe: 350

Chapter 5: Training Exercises

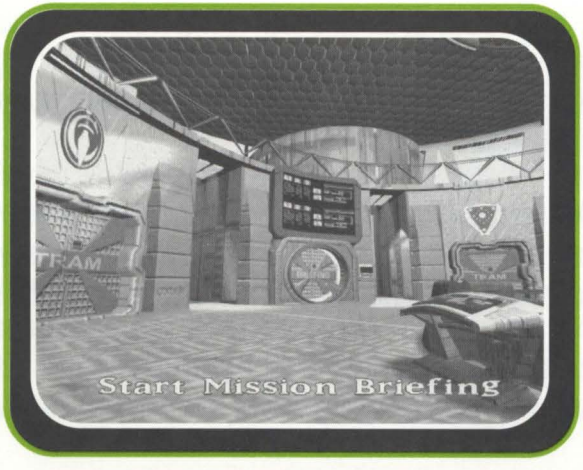
The Strike Force Centauri Powered Battle Armor is the latest in PBA technology. Therefore, even though Nikola ap Io is the leader of the SFC, he still needs to run through a basic maneuvering/weapons certification test before he–*you*–can begin the current tour of duty.

You start the game in your quarters. Feel free to move the cursor over the computer terminal to brush up on SFC personnel, PBA, weapons, ASFs, etc. You'll also want to check back here after each mission for the latest news.



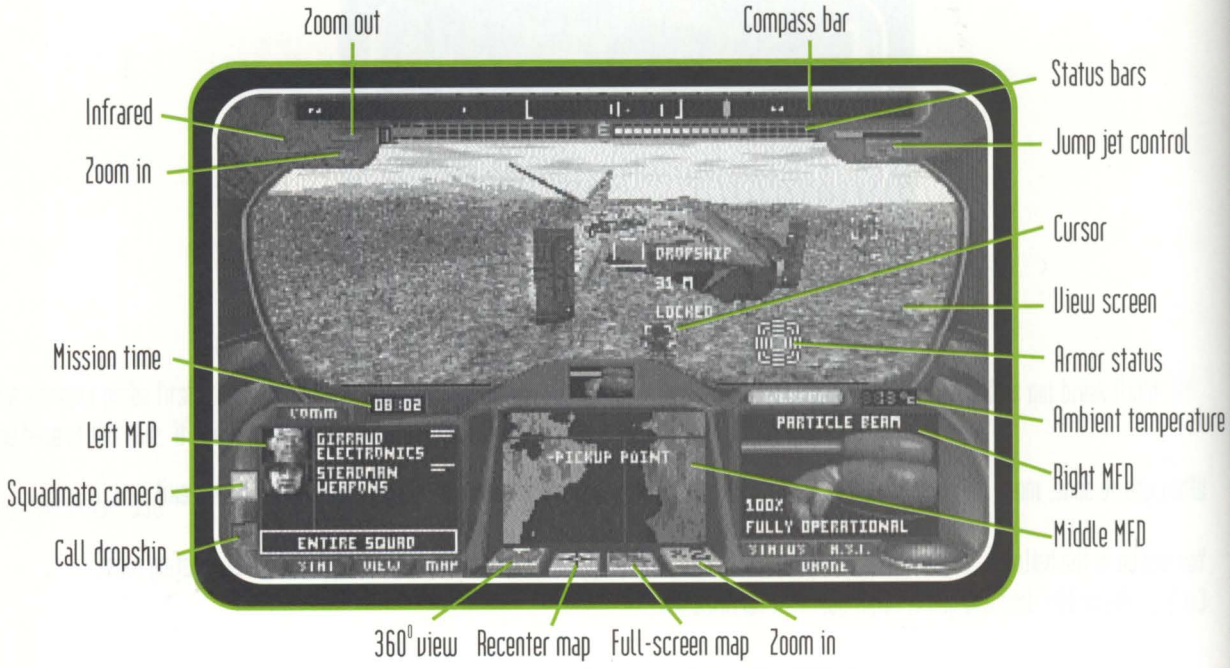
When you're done, move the cursor to the door. The words "Exit Room" appear below the image, so left-click on the exit.

You end up in the hallway. The leftmost Tram door leads back to your quarters, while the middle door leads to the briefing room. Click on the middle door and you'll begin your PBA certification.



This training mission starts at a small training facility. You begin inside a small square area marked off by a yellow and black line. Walk around inside the box, and when you're ready to begin, leave the marked-off area.

This is a good time to go through the PBA Heads-Up Display, or HUD.



The PBA model XR-5 is a sophisticated piece of hardware, and it's designed to deliver a great deal of information to you with a minimum of inconvenience. In combat, inconvenience can often mean death.

You start facing east. Perhaps the most important thing to keep in mind is your situational awareness. You need to constantly be aware of the situation you're in, including your bearings, what direction you're facing, what terrain surrounds you, where your enemies are, what their firepower and armor rating is, where your squadmates are, what condition they're in—in effect, everything that's going on around you.

At the top of the screen is a compass bar. The yellow brackets show what direction you're facing. Presently, the letter "E" is directly between the brackets, meaning you're facing due east.

Directly below the compass bar are your status bars. The red bar indicates your health, and the green bar represents the energy capacitor charge of your PBA. As you use more of your suit's functions, like weapons and movement, you'll drain your charge faster than your PBA's cold fusion plant can restore it.

Directly below your status bar is your main viewscreen. This isn't an actual window, but rather a digital image transmitted by your suit's cameras. Sustain too much suit damage and you'll notice your video image begin to suffer. You can switch to a full-screen mode by pressing the G key. (The full-screen mode is disabled in the first two training missions.)

Directly below the viewscreen is a little icon showing which weapon you've readied and powered up to go. In this case, you have the laser armed and ready. Click on this screen to cycle through your weapons. Active elements of the display, like buttons and toggles, have an online help function. Leave the cursor on the button and a little description of the button pops up.

At the top-left corner of the viewscreen are three icons. The "+" and "-" icons zoom your views in and out when you click on them. The third icon switches on your infrared viewing system—helpful during night missions or in inclement weather.

At the top-right corner of the viewscreen is the jump jet control. Use this for short hops from place to place.

Two LED displays to the left and the right of the view screen display the mission time and the ambient temperature, respectively.

At the bottom of the screen are the PBA's multi-function displays, or MFDs. There are three displays, which can be toggled on and off in full-screen mode by pressing Tab.

The left MFD displays the status of your squadmates. There are four buttons around this MFD, labeled COMM, STAT, VIEW, and MAP. COMM brings up the communications menu for your squadmates. You can then issue orders to your squadmates by using the function keys.

At the bottom-right corner, STAT shows the status of selected squadmates. You can see their health and armor status at a glance and issue orders accordingly. During your training exercises you have no squadmates. (But you will come to rely on them in the future...) VIEW shows the camera view of the selected squadmate, while MAP displays the selected squadmate's position on the map.

To the left of the MFD are two little icons. The blue icon brings up the target camera, while the red icon calls the dropship. The target camera displays an image of the object targeted by your targeting system. The dropship is called to retrieve you after mission completion.

The middle MFD can display the communications menu, but normally displays the immediate overhead map. You are represented by a white icon with a small line pointing in the direction you're facing. Squadmates are blue, yellow, and orange, nav points are purple, objects that you are locked onto are green, and enemy units are red. There are four buttons below the MFD. The first button on the left



is the 360-degree view. The next recenters the map on you, the third button brings up the full-screen map, and the last button zooms in on the map view. If you bring your cursor to the map and hold down the right mouse button, you can scroll around the map. Left-clicking on the map creates a virtual nav marker for your internal PBA navigation system, but more on that later.

Your right MFD shows the status of your suit's critical systems. Right now, it shows the laser and its operational state. Click on this MFD to cycle through to the next PBA weapons system. There are four buttons surrounding this MFD. WEAPON brings up the weapons display—this is the default setting for this MFD. STATUS brings up a display of your suit's status and power plant output. A.S.F. shows your PBA's auxiliary suit function—for the training mission, you'll see that your PBA is equipped with a dynamo. DRONE launches one of your suit's automated recon drones. Click on DRONE to find out how many drones you have left, and click on the MFD itself to launch it. The MFD then receives a live video feed from the drone.

The armor status indicator tells you how much of your suit's armor is intact. As you take damage, the bars disappear and the armor display turns from green to yellow to red. When the armor is destroyed, the segment turns black.

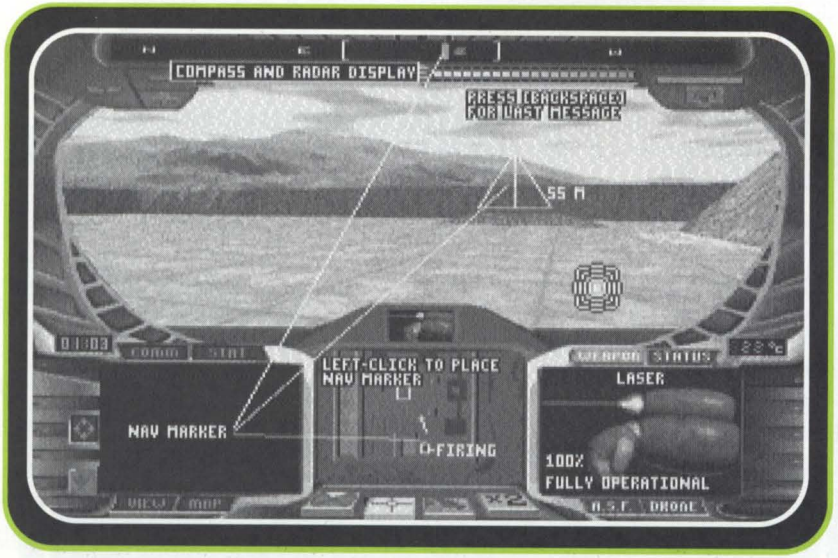
Finally, use your cursor to achieve target lock by moving it over an object and right-clicking on it. More on that later. Right now you need to get familiar with the controls of your PBA. There's no time to sit around and ponder your classroom lessons with enemies trying to open up your PBA like a can of Thatcher sardines.

Moving

You can use the arrow keys to move around, but the keyboard controls are probably easier: W to move forward, A and D to turn left and right, S to walk forward, Z and C to sidestep left and right, and X to move backwards.

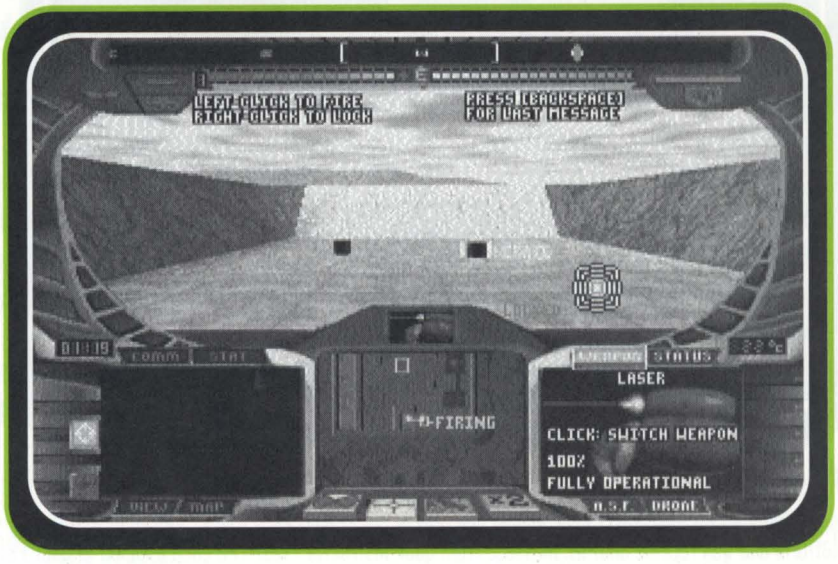
There are several means of controlling your PBA, but using the keyboard for movement and the mouse for targeting seems to work best. If you cross the yellow/black line, you'll get a message to proceed to the firing range. Place a nav marker there by looking at your middle MFD. A purple box indicates the firing range area. Left-click on that box with your cursor.

A display pops up, telling you that you've just placed a virtual nav marker, which shows up on your display as a yellow pyramid. Your compass now has a purple hash mark indicating the general direction of the nav marker. (Squadmates appear as blue, yellow, and orange hash marks and enemies show up as red hash marks.) Turn until this purple hash mark is directly in the middle of the yellow bracket and move forward. You can see the pyramid on your display, hovering over a slightly raised platform.



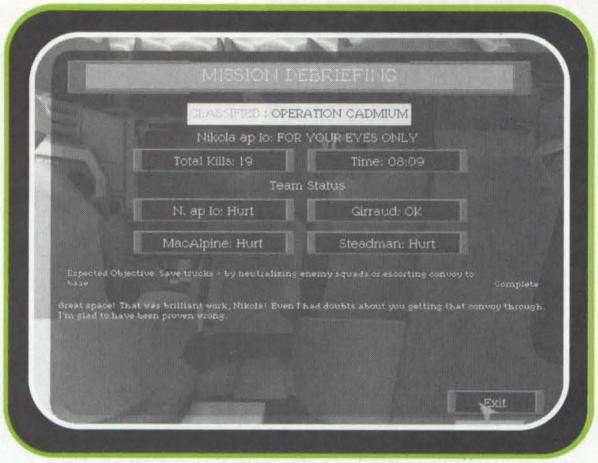
Climb on top of the platform and you receive another message from your instructor. Test-fire each weapon in your PBA. Fire by moving your cursor from the control area of your display to the viewing area. The cursor goes from red to green. To fire, left-click when the cursor is green. The laser can be fired in a continuous beam by holding down your left mouse button. Now switch weapons by either clicking on the weapons status icon or the right MFD. Fire away! Notice that the multipulsar fires several beams, increasing your chances of a hit. Unlike the laser, the multipulsar is a pulse weapon, which means there's a slight recharge time between blasts. Other weapons can be fired continuously with no perceptible recharge time, such as the railgun and ionic fusion rifle. Grenades can be launched three in a row, after which there's a pause while the launcher loads the next three.

There are two crates in front of you. Move your cursor over one of the crates and right-click to lock onto the target.



The display changes—the target is surrounded by green bars, indicating its armor level, and below the target is a status bar showing its overall condition. Displayed to the right is the name of the target, its distance in meters, and your locking status.

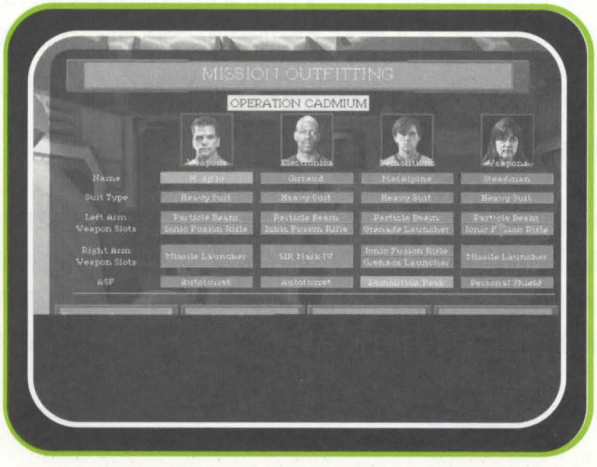
Now fire. Note that when you're locked on, your cursor doesn't have to be directly on the target—it just has to be close by. Fire away at the first crate, but use a different weapon to destroy the second crate. When you've destroyed both crates, phase 1 of the certification missions ends and a mission debriefing screen appears.



Each button on this debriefing screen has a purpose, which will become more meaningful as you enter hot combat zones. The button that reads N. ap Io: OK brings up a status display for you and your entire PBA. Total Kills measures the kill tally for you and your squad. Time gives you a brief mission summary. This screen also tells you what mission objectives you have accomplished. Click on the Exit button to leave this screen and return to your quarters.

Back at your quarters, you can click on the top of your bookshelf to SAVE/LOAD a game. Do so, and then save this game by selecting one of the unused slots with your cursor and left-clicking on it. You are prompted to give a description, so enter something like training 1. Move the cursor to the bottom of the screen so the display reads DONE and left-click to return to your quarters. Leave your quarters and reenter the base to return to Mission Briefing. You may want to check out the kill board in the main hallway and see how your comrades are doing against the Hegemony.

Maneuvering and Shooting





Note that there are four categories of configurable options under each team member's name: Suit Type, Left Arm Weapons Slots, Right Arm Weapons Slots, and ASF. You can also review personnel and examine suit specs, weapon specs, and ASF specs. There are also two buttons to repeat the video or text briefing, in case your short-term memory fails you.

Click on each weapons slot to select the weapons system for that slot. The XR-5 Standard Suit is the only available PBA for this mission, and each arm can carry no more than two weapons systems. Right now the only two available are the laser and multipulsar. There's weapons redundancy not because you can fire all four weapons at once, but because weapons systems can become damaged and inoperative. And without weapons, you're just a sardine can waiting to be peeled open. Though the laser and multipulsar don't do a whole lot of damage, that's all you have for now. The XR-5 is new, and our engineers are working to adapt weapons systems to it as quickly as possible.

The ASF is the autoturret, and this button is red because this particular ASF selection is mandatory for mission success.

When you're ready to begin, click on Outfit Complete to start the mission. This time you're actually going to jump, landing somewhere north of the training base. Move your cursor to the middle MFD, hold down the right mouse button, and drag your mouse to move the map to the south. Left-click your mouse over the Entry area to place a nav marker there, and move out. Remember, watch your compass bar to see which direction you should move to get to your nav marker.

Remember, your weapons are still powered down to simulation level, so you won't be able to destroy anything, including the wildlife. Move to the Entry nav marker and you get a message telling you to launch a drone and move it to the location marked Combat Area.

Click on the right MFD button marked DRONE. You can select a destination on the right MFD drone map for the drone, so go ahead and left-click on the Combat Area. The drone goes to the area and makes a circular patrol of the location until you recall it. You can also manually control the drone by using Ctrl and the arrow keys (or W, A, D and X). Note that the Combat Area is a walled-off location with automated turrets.

Recall the drone by clicking on the Recall button in the right MFD.

Proceed to the Staging Area. Place a Nav Marker there and head towards it. A wall stands in the way. To get over it, you'll need to use your jump jets. Press the space bar to jump into the air. The jump jets are not directional, so you need to have some momentum in the direction you're jumping. In other words, get a running start. Move toward the wall by pressing and holding the up-arrow or W key, then press the space bar—but don't hold it down for more than a half-second. If you get too high into the air, your forward momentum will carry you over the entire staging area.



Notice that the turrets lock on to you and fire as you approach. Now's a good time for an important lesson: Know your weapons. At a distance of 112 meters or so, you remain out of turret range—but the turrets are also outside your laser range. Switch to the multipulsar, lock onto the turret from a safe distance, and start firing. The damage is simulated, but when the bar below the locked target turns red, the turret is deactivated.

The building to the south is where you need to plant your PBA's ASF—the autoturret. Lock onto the training base building and get close, within 30 meters or so. Click on the right MFD's ASF button to bring up the ASF control screen. Click on the Drop Turret button and watch the autoturret raze the building.

Now the dropship arrives to pick you up. Create a nav marker on the map position marked "Pickup Point" and head there. You'll need your jump jets to leap over the walls.

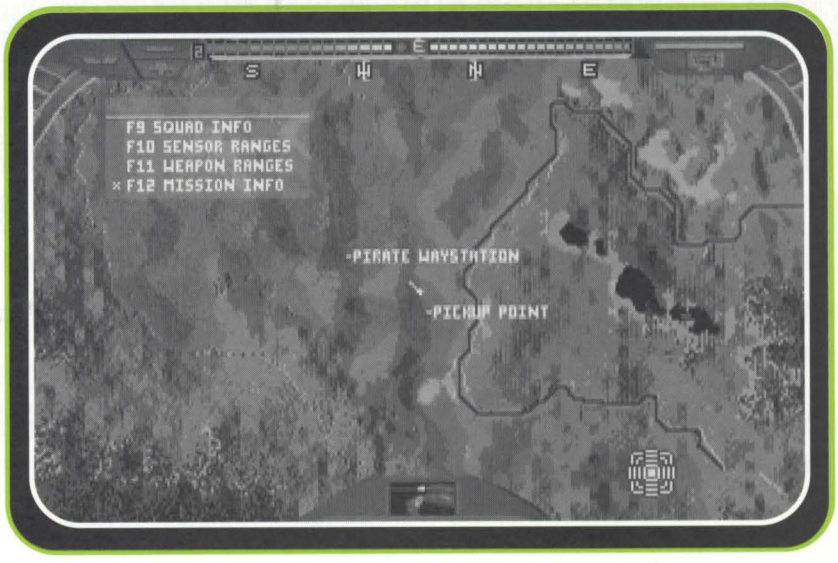
After the briefing you're returned to your quarters to wait for your first real mission with Strike Force Centauri. Your personal terminal should be blinking, indicating that you have new mail. Make sure you read it... And don't forget to save your game between missions!

Mission 1: Nikola vs. The Pirates

Operation Cannonball

You receive your first briefing from MacPherson. This is a starter mission, so you'll find the opposition relatively light.

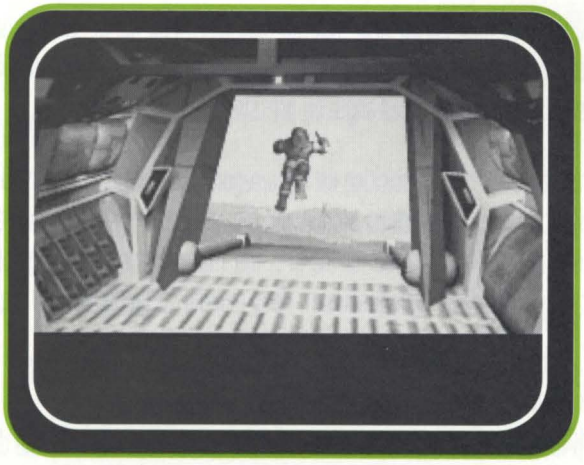
Pirates have been plaguing the clans recently, and the latest threat is a small string of pirate outposts near Engle Steading. From these launching areas, pirates have been attacking the food production facilities–farms–in the area. The drop-off point is south of the pirate station.



Opponents: 3 pirates armed with light lasers.

Mission Objective: Kill all pirates.

Your default suit configuration is fine. The new addition from your certification exercises is the smoke grenade, which is merely a defensive measure against beam weapons. You get some parting advice from your Commanding Officer. When you're ready to jump into the fray, click on Outfit Complete.



You land just to the southeast of the pirate waystation. Switch to your multipulsar weapon by clicking on the weapons icon just below your viewscreen, and place a nav marker at the pirate waystation by left-clicking on that area on the map.

Strategy and Solutions

Press the F10 key to activate the sensor range display on your middle MFD. This shows you the effective sensor range of your suit. Scout PBAs have a greater sensor range, but that's another mission.

Go to the crest of the hill. Look down at the pirate building and zoom in by clicking on the "+" icon at the top-left corner of the screen. You may need to look down by pressing the U key. There are three pirates in PBA patrolling the area around the building, but you can see only two of them right now. These are your targets.



Lock onto them from a distance by moving your green cursor over them and right-clicking. Target information should appear on your HUD. Only then should you move into Multipulsar range. Zoom back out and switch to full-screen mode before you engage in combat.

Remember that before you fire, you need to place your cursor near—but not necessarily on top of—your target. When you open fire with your left mouse button, the pirates move in on your position. Retreat back over the hill and wait for their assault, using the trees for cover. When you're looking up the hill, make sure to adjust your head angle by pressing the R key.

When they get within 100 meters, switch to your laser by clicking on the weapons icon or the weapons display in the right MFD. Then open fire by pressing the left mouse button. Watch the green brackets around and the health bar near each pirate. Hold down your laser and maintain continuous fire. Pirate PBA technology is far inferior to that of the SFC, but these guys can be dangerous in large numbers. Your Z and C keys are especially useful because your opponents don't have great aim. Keep moving so they can't get a good target lock on you.

After you're done with the pirate patrols, finish off the pirate building. This is optional, but it sure is fun.

When you're done, click on the dropship icon to the left of the left MFD. Choose option F1 to summon the dropship. You can either press the F1 key or simply move your cursor over the message and left-click. The dropship is on its way.

Go to the dropship pick-up location. When it arrives, open a communications channel with it by clicking on the icon to the left of the left MFD. Click on Open Hatch or press F2. When the hatch opens, the mission ends and you're returned to the briefing screen. Make sure you check your briefing reports here.

Congratulations. You've just taken one small step on the Main Street of Hell.

Chapter 6: Advanced Tactical Ops

This is the advanced tactics chapter, where you'll reap the benefit of hundreds of hours of gameplay and insight learned the hard way. The best squadmates, weapons, strategies, and ways of exploiting the game's artificial intelligence are what you'll find here, as well as tips to get you through tough situations.

The most important thing you'll need to learn is how to control your PBA. To help you to do that, we're going to provide you with a full chart of keyboard commands. Some commands will require a mouse, but you'll need complete mastery of the keyboard.

Keyboard Command Chart

Options Screen	O	
Movement	W/	Run forward
	A/	Turn left
	S	Walk forward
	D/	Turn right
	Z	Sidestep left
	C	Sidestep right
	X/	Move backwards
	Space bar	Activate jump jets
Bounding	Shift+[movement key]	
Crouch	`	
Looking around	R/8	Look up
	Q/4	Look left
	F/5	Recenter
	E/6	Look right
	V/2	Look down
Weapons Selection	1 2 3 4	
Cycle Targets	T/[	From left to right
	Y/]	From right to left
Full screen mode	G	
Infravision:	I	
Zoom In/Out:	+/-	
MFD Toggle:	Tab	



Multi-Function Displays

Cycle through left MFD (Squadmates)	[/9	
F1–Movement	F1	Move to a specified location
	F2	Follow you
	F3	Stop
	F4	Go to the nav point
F2–Formation	F1	Rush
	F2	Aggressive attack
	F3	Cautious advance
	F4	Take cover
	F5	Retreat
	F6	Assume battle formation around you
	F7	Hold present position
F3–Engagement	F1	Attack your target
	F2	Attack the target designated on the map
	F3	Fire at will
	F4	Return fire if fired upon first
	F5	Cease fire
F4–ASF use	F1	Use ASF at will
	F2	Do not use the ASF
	F3	Use the ASF immediately
F5–Special orders	F1	Place charges (demolitions)
	F2	Detonate charges (demolitions)
	F3	Place charges on mission target (demolitions)
F6–Close communications		

Center MFD

Recenter the map on you	N
360° view	B
Full-screen map	M
Display squadmate names on map	F9
Displays sensor ranges	F10
Display selected weapon's range	F11
Toggle Mission Information	F12
Zoom in/out on the map	>/<

Right MFD

Cycle through right MFD	]/0
Drone control	Ctrl+[movement key]
Cause the drone to gain altitude	Ctrl+Pg Up
Cause the drone to descend	Ctrl+Pg Dn
Recall the drone to your PBA	Ctrl+Home

Communications Hotkeys

Alt+A	Aggressive attack
Alt+C	Find cover
Alt+D	Cautious advance
Alt+F	Assume formation
Alt+H	Hold fire
Alt+M	Follow me
Alt+N	Go to nav point
Alt+P	Go to pickup point
Alt+R	Retreat
Alt+S	Status check
Alt+T	Attack my target



Steps to Victory

There are always many different paths to victory, and the most obvious is to outgun your opponent. But since the SFC is relatively small in comparison with your enemies, you will need to think strategically.

You can adjust Terra Nova's difficulty level from the Options screen by pressing O. If you play at any level higher than the default setting, don't expect to just wade into a melee and survive.

Difficulty levels affect several factors, like your enemies' accuracy. The higher the difficulty level, the more accurate the enemies get. The lower the number for accuracy and fire rate, the better their aim becomes and the faster they fire.

	Level 1	Level 2	Level 3	Level 4	Level 5
Enemy accuracy	140	100	70	50	30
Enemy weapon damage	60	100	140	175	200
Nikola's fire rate	120	110	100	95	90
Enemy fire rate	140	100	70	50	30
Enemy armor	90	100	100	100	110
Enemy hit points	90	100	100	100	120
Energy recharge	100	100	100	100	90
Squadmate armor	100	100	100	130	180
Squadmate HPs	100	100	100	130	180

In the higher levels, your squadmates' armor and hit points are adjusted up to help them better survive. Their accuracy remains unaffected, however.

There are many different mission types requiring careful thought as to tactics, equipment, and squadmates. These are the mission types you will encounter:

Mass killing	Kill all enemies
Assault	Hit a target (like a base)
Survive	Get out alive!
Defense	Save target
Retrieval	Capture target unharmed
Two-part assault	Two targets
Reconnaissance	Espionage
Repair and rescue	Self-explanatory

Carry a Big Stick

Terra Nova gives you a huge selection of weapons and options, but your PBA only has 4 weapons slots. You can easily run out of ammunition or take damage to your weapons systems. Not all weapons and ASFs are created equal. Here's the lowdown.

Multipulsar

You definitely want to configure your squad with multipulsars early on. This weapon has a long range and a wide spread compared to the laser.

Laser

The laser should be used when you get in a knife fight, or combat at close range. Its continuous fire allows you to pick apart enemies easily just by holding down the trigger. But when you get a grenade launcher and master the sidestep, you'll probably stop relying on the laser so much.

Thermal Disruptor

Sounds good in theory, but this weapon isn't particularly useful compared to weapons like the particle beam.



Ionic Fusion Rifle

Not a bad weapon, but its limited range makes it a backup to the particle beam, at best.

COMBAT TIP: THE FUSION RIFLE IS EFFECTIVE AGAINST DRONES.

Mine Layers

If you have a mission such as destroying trucks, this weapon is okay.

Particle Beam

This is the favorite of 24th-century killers. Range, punch, limitless ammo—should be a default selection on your PBAs. And your squadmate's PBAs, too.

SIR Mark IV

Limited range. Still, if you get jumped by a mob of unfriendlies, one of these will clear the room.

Smoke Grenade

About as useful as a Christmas tree ornament. Wait until you get explosive grenades before you take along a launcher.

Electromagnetic (EM) Grenade

These are pretty useless too, except in missions where you need to avoid the enemy at all costs. Remember that the EM grenade must explode within the range of your energy sensors (the outer circle).

Grenade

Now we're talking. Take two of these along and arm your squadmates accordingly to wreak some havoc. Just remember that all explosion damage is maximum at ground zero, dissipating to zero damage at the blast radius.

Missile Launcher

The missile launcher has excellent range and does a lot of damage. The short answer: When in doubt, take one along.

Railgun

The railgun is a decent weapon and can be useful when you're retreating and you need to conserve energy for the jumpjets.

Magnetic-Ballistic (MB) Cannon

This is the real deal, capable of inflicting a tremendous amount of damage on the enemy. The MB cannon appears late in the game, but it's worth the wait.

COMBAT TIP: THE MB CANNON CAN TAKE OUT THREE TO FOUR TARGETS AT ONCE IF YOU PLACE YOUR SHOT WELL.

COMBAT TIP: TRY THESE WEAPONS CONFIGURATIONS: GRENADE, PARTICLE BEAM, AND SIR MARK IV, OR MISSILE LAUNCHER, PARTICLE BEAM, AND GRENADE OR RAILGUN.

Miscellaneous Equipment and ASFs

You can't just leap in, blasting away, and expect to survive. It's irresponsible to yourself and to your teammates. The following items will aid in the formation of your battle strategies.

Drones

Best used for recon. You can also use them at the end of a mission to scour the area for the last few enemies. The life you save might be your own.



Dynamo

This is useful at the beginning of the game, but should be replaced when you have more powerful ASFs later in the campaign.

Jump Jet Booster

Not necessary unless you expect to do a lot of retreating!

Repair Pack

If you bring along a repair specialist who's carrying one of these, you won't need to bring a universal backup.

Demolitions Pack

A demolitions specialist with one of these can destroy buildings and lay makeshift mines for your opponent.

Autodoc

Since there is no medic, the autodoc can be very useful when you experience casualties.

Universal Backup

Very useful, second only to the personal shield. This will replace any item that's damaged in combat.

EMP Dampener

Probably a good choice for missions involving stealth. Otherwise, you won't need it.

Mine Layer

Useful, but it's a one-shot deal, and enemies can detonate them from a distance. Use an autoturret instead.

Personal Shield

Number 1 with a bullet (literally) for the 10th week in a row, the personal shield is one of the best—if not *the* best—ASFs you can take along.

Autoturret

Looks spiffy and can slow down and/or damage enemies that are chasing you. A squad equipped with autoturrets can plant enough firepower to raze a town.

> STRATEGY TIP: GIVE YOUR SQUADMATES THE ORDER TO USE THEIR ASFS AT WILL, AND THEY'LL DROP AUTOTURRETS IF THEY'RE GETTING POUNDED.

Explod-O-Drone

These pack a wallop and can really annoy your opponent.

> **Some PBA advice: In the second half of the game, when things get tough, always take the heavy PBA suit—even if you bring a recon specialist, outfit him or her with a heavy suit. Its extra protection will come in handy.**

Play Hard-to-Get

Using a PBA in combat is like swimming with sharks—you've got to keep moving or die. To come out of a battle in one piece, you'll need your PBA's ability to bound, fly, and shoot.

Bounding means taking a running leap for each step and hitting the jump jet control very quickly. It's faster than running, without wasting energy on your jump jets. Plus, the faster you move, the harder you are to hit. (Of course, it's also harder for *you* to hit your target if you're jumping around... but that's your job, isn't it?)

Be careful when bounding—you can accidentally charge ahead of your squadmates. Don't wander into a fire zone and get your butt kicked while waiting for your squad to catch up.



Although jump jets are crucial for moving quickly, remember that they aren't directional. You'll need to take a running jump in the direction you're headed. Try bounding forward, then hitting the jump jets—you'll sail and keep your forward momentum. Of course, you'll need to save your energy if you want to stay airborne, because jump jets use up a lot of juice.

> COMBAT TIP: IF YOU KEEP MOVING, YOU'LL AVOID THE GRENADES AND EXPLOSIVE WEAPONS RAINING DOWN ON YOU. THE FARTHER AWAY YOU ARE FROM THE BLAST, THE LESS DAMAGE YOU'LL TAKE.

When you're in the air you're not only hard to hit, but you're in a good position to hit back. Look down and fire away! Projectile firearms are good air-to-ground weapons because your effective range is increased—you can hit any target you can see, even if your PDA targeting system says it's out of range.

You can't really tail enemies because they can turn quickly, but you *can* surprise them. In fact, the game's artificial intelligence has built in a surprise factor of between .5 and 3.0 seconds. You need to make sure that you use your PDA's zoom function to take a good look around. Infrared vision makes a PDA stand out; movement should also draw your attention. 20th-century fighter pilots had a saying: "Lose sight, lose the fight." You need to maintain situational awareness—know what's going on around you all the time.

Jump jets provide a very effective "hasty retreat"—by getting a bounding start and hitting the jump jets, you can move quickly out of a fire-fight. The game's AI keeps the enemy on the ground; even your squadmates can't follow you when you're bounding.

Get Organized

You need to pick your weapons carefully, but it doesn't end there. You should arrange them in such a way that you can jump from weapon to weapon when you press the 1 through 4 keys, always aware of which weapon you're about to use. You don't want to press 4, thinking it will bring up the rapid-firing laser, and instead have to wait for your grenade launcher to activate.

If you rely on your mouse for control, clicking on the weapons icon will cycle through the weapons sequentially. It makes sense to arrange your weapons so that you move from your appetizer to the main course. Your first weapon should be long-range, like the multipulsar. Your next weapon might be your main course, like the grenade launcher or the laser. As the enemy approaches, a simple click brings up the next logical weapon.

You should also bring along the right squadmates for the job at hand. As a rule, consider taking as many weapons specialists as possible. Sarah Walker is an excellent shot and is always the best choice if available (sometimes other squadmates are on assignment or injured from a previous sortie, and therefore not available). The main hall at the SFC base has a kill board; get a feel for your squadmates' various combat abilities.

Electronics specialists are only good for missions like repairing a telescope or helping to reactivate a malfunctioning PBA. On the other hand, demolitions experts are good for a number of reasons—they can demolish targets quickly, and they can mine roads.

A repair expert isn't a bad choice either. That way you can use an autodoc at any time and have your PBA repair specialist fix up your armor.

> COMBAT TIP: AUTODOCS ARE USEFUL WHEN YOU'RE GETTING POUNDED—PRESS 5 A FEW TIMES WHILE YOU'RE RUNNING AWAY AND YOU'LL GET SOME MORE HIT POINTS.

When your squadmates reach critical damage they "evac," activating emergency jets in their PBAs that launch them well clear of the combat. This fiction is necessary because there are certain characters who cannot die; if they are "immortal," they are deemed to have survived evac. If not, they die. Either way, they're out of the combat. Remember that if you want to maximize your prestige you can take these "immortals," but they can get hurt and be unavailable for the next mission.

Generally your squadmates are very good about following orders, but they sometimes get too enthusiastic and engage too many enemies at once. It helps to give them personal shields or autodocs and order them to use their ASFs at will. Or better yet, give them careful commands to withdraw or hold their position so you can assess your next move.

Attack

One of the prime tactics you'll need to learn is how to snipe at your enemies with the particle beam. This is the weapon of choice at tougher levels because of its long range and damage potential. As the enemy gets closer, you can keep pounding them and switch to another weapon, like the grenade or missile launcher. (The particle beam is not as effective on airborne targets, however.)

This is what makes the multipulsar very effective early on in the game—it has much longer range than the laser. Pirates and pirate captains are easy targets.

Maneuvering is a key tactic in the game. Try this tactic: leap into the air with your jump jets, use the U key to look down, and open fire on a targeted enemy or lob grenades down on their unsuspecting helmets. This is a very effective maneuver because your enemies tend to stay on the ground. Your main airborne threats are the armed drones.

> STRATEGY TIP: BE CAREFUL NOT TO INFLICT "FRIENDLY FIRE" ON YOUR SQUADMATES. YOU START OUT IN FORMATION; IF YOU RUN INTO BATTLE WHILE IN FORMATION, YOUR SQUADMATES WILL HIT YOU FROM BEHIND OR RUN IN FRONT OF YOU WHILE YOU FIRE. GIVE THEM AN ENGAGEMENT ORDER FIRST!

Don't just back up to retreat—if you get stuck on a tree, you will stop moving and get pounded by your pursuing enemy. The best way to retreat is to back up and sidestep at the same time.

And use cover! While you're running, trees can be effective, although they tend to get vaporized by weapons fire. Try to avoid using buildings and ships for cover, because weapons fire seems to be able to pass through the sides of these objects. Hills are the best.



Ducking behind hilltops gives you a chance to reload your grenade launcher(s), and the enemies don't jump jet very often to get a line of sight on you.

Don't be afraid to try some unorthodox maneuvers or approaches to a mission. For example, you may want to take the long way around to get to a less heavily guarded side of an enemy base. It takes patience, but it's often worth it.

If you jump over enemies, they'll stop because you're moving in another direction—as they turn around, pound them. Or if you need to retreat, turn a bit to the left or right of your enemy, bound, then jump-jet as fast as you can. Your enemy will be stuck in a turn. When you land, start bounding as if your life depended on it. Because it does.

COMBAT TIP: DO *NOT* USE GRENADES IN TREES! ONLY *YOU* CAN PREVENT FOREST FIRES . . . AND SEVERE PERSONAL INJURY.

If you have a number of targets close by and you don't have a target lock, you'll miss most of the time. So whatever you do, *establish a target lock as soon as possible*! The only exceptions to this rule are weapons with ranged damage, like grenades and missiles. Visually line up a moving target and lead it out—that is, fire in front of it so that it runs into the projectile.

Strafing, or moving side to side, is another vital tactic. Master it. Try sidestepping and bounding by pressing Shift+Z+D at the same time. You'll bound left while turning right (toward your opponent). Of course, you'll want to open fire while moving; your target will find it hard to get a bead on you.

Bait and Switch

Anything can happen in a firefight between your squad and three or four enemies; you run the risk of friendly-fire casualties, and things can get out of hand at the higher difficulty levels. So you need to learn how to bait one or two enemies to attack you, take care of them, and retreat to let your armor regenerate. You can then go on and take on the next round of enemies.

This tactic is especially useful on solo missions. You can't just run in and take on five or six enemies by yourself, so learn to stay on the periphery and draw out one or two foes at a time. The game becomes a lot more fun at higher difficulty levels, although World War is a challenge for anyone.

Boss Everyone Around

Again, at easier levels, you don't need to give your squadmates much direction. Just make sure they take the right tools for the job. Try outfitting them with two or three grenade launchers—SFC launchers can fire salvos of three grenades in rapid succession, which can destroy most foes in the first half of the game.

But you *will* want to give your squadmates the command to break formation as soon as possible. Otherwise their tight formation around you will lead to friendly grenade or missile fire. Try giving an Aggressive or Cautious Attack command as soon as you land.

> COMBAT TIP: TRY GIVING YOUR SQUADS AUTOTURRETS AND THE COMMAND TO USE THEM AT WILL. THE AUTOTURRETS CAN REALLY INCREASE YOUR FIREPOWER AND/OR AID DEMOLITIONS.

Assigning the right ASF is as important to yourself as to your squad. When the autodoc, universal backup, and personal shield become available, take them. After the better ASFs materialize, you'll want to bring along a repair specialist for any field repairs. Repair specialists are more useful than the universal backup because your squadmate can fix weapons, whereas the ASF only repairs suit functions.

If you take repair specialists, keep them out of the fray—their fighting skills are probably not very good. Give them sniping weapons, like the particle beam, so they can participate in a fight from a safe distance.

Remember, tactics for each mission will depend on your terrain, goals, missions, and, of course, opponents. There's no one right way to do anything. For example, some players prefer to place soldiers around a target and then close in, and some like to have everyone charge in as a group. The toughest missions are when soldiers can't be lured away because they're defending something. This requires some innovative tactics and sharpshooting.

> COMBAT TIP: THE EASIEST WAY TO GET LINE OF SIGHT ON AN ENEMY IS TO JUMP JET.

Enemy AI is relatively simple. The enemy can figure out whether they're outnumbered. If they have superior numbers, they will rush you. But if they're outnumbered, they may run, try to hide, or rush you anyway. As you can see, communication among your enemies is relatively limited. Still, they try to run toward your last-known location based on their sensors or visual confirmation. If you're not there, they do one of three things: guess where you are and follow, move in some random direction, or return to their original position.

Your squadmates have better AI. If you retreat, they try to follow you. Exploit their AI by giving orders like "hold position and open fire at any enemy that comes in range."

Combine this with unusual tactics. For example, if you need to send a squadmate into an area to set demolitions charges, try pelting the area with smoke grenades first. Then use missile weapons for approaching enemies, who will find their own energy weapons useless.



Prestige

Prestige is very important in Terra Nova. You start with a base prestige of 10 points, and each mission adds or subtracts from this total.

Primary mission objective completed	+20
Secondary objective completed	+12
Tertiary objective completed	+ 6
Each easy/very easy opponent killed by player	+1
Each average/tough enemy killed	+2
Each very tough enemy killed	+3
Each enemy killed by squadmate	+1
Finished mission in less than "par" time	+3
Each squadmate unconscious at end of mission	-6
Each dead squadmate	-30

In addition, each mission has a perfect score–all objectives completed and all enemies killed by the player in less than the "par" time. Prestige is then awarded as follows:

Player's Score

95-100% of max score	+5
85-94%	+4
75-84%	+3
65-74%	+2
55-64%	+1
45-54%	0
35-44%	-1
25-34%	-2
Below 24%	-3

Medals are awarded throughout the game:

- *Centauri Cross*. Awarded for being wounded in action and still completing the mission. This will probably be your first medal!
- *Porthos Staff*. Awarded if you're wounded in action and perform exceptionally.
- *Devon Medal for Valor*. Awarded for conspicuous excellence in completing mission objectives.
- *Venetia Star*. Awarded for consistently low squad injuries and casualties.
- *New Hope Lance*. For service above and beyond the call of duty. Awarded if Nik saves all of Maggie's family.
- *Thatcher Aegis*. Thatcher's above-and-beyond. Awarded if the Heg satellite and cannon are taken out.
- *Stockton Cluster*. Awarded for consistently outstanding performance that acts as an example.

Cheats

There are no cheats in this game. The developers decided to avoid the Doom approach to shortcuts. There *is* at least one Easter egg, though...

Chapter 7: The Missions

This chapter provides a complete mission breakdown for Terra Nova. For each mission there's a complete list of enemies, a tactical map with enemies highlighted, strategies, recommended squadmates and equipment, new technology introductions, and backstory–just about everything you need to win.

NOTE: THE GAME'S INTERNAL MISSION # IS GIVEN IN PARENTHESES NEXT TO THE SEQUENTIAL MISSION NUMBER. MISSION EDITORS AND UTILITIES MAY MAKE USE OF THIS NUMBER IN THE FUTURE.

MISSION 1 (37): OPERATION CANNONBALL▶

Story: Your introduction to Strike Force Centauri is a little awkward–your brother plays a practical joke on you, telling you that Commander MacPherson is to meet you in The Wreck, a bar in the old wreckage of a transport ship. Sky Schuyler impersonates MacPherson and orders you to drop and give him 20 push-ups. You follow orders and do so–just in time for the real MacPherson to come in.

Mission briefing: This mission is straightforward and easy; you're to take out pirate sentries and the looking tower.

3 pirates:

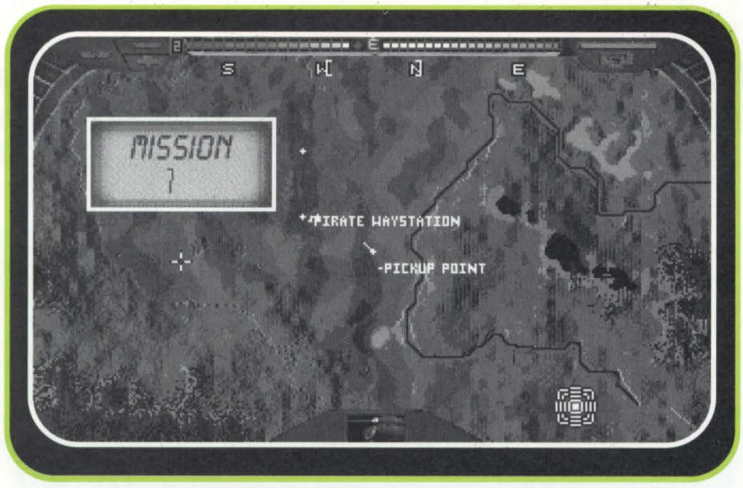
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate operations post

Mission Summary:

Pirates–3
Vehicles–0
Aircraft–0
Installations–1
Weapons–0

Recommended configuration: Just you, with multipulsar, laser, multipulsar, laser, and dynamo.



You'll see the waystation when you drop. Head straight for the pirate waystation; when you crest the hill, about 135-140 meters from the waystation, you'll see two sentries–use your PBA's zoom capabilities if need be. Switch to your multipulsar and start sniping at them. As they approach and open fire, start backing down the hill and wait for them to crest; open fire with your multipulsar again and finish them off.

The sole remaining pirate shouldn't be much of a problem. Use the multipulsar again to finish off the waystation while you have the chance. You can also try circling around the waystation and attacking from the north–that way you only have one pirate to engage first, before the other two attack you. The hills around the waystation provide good vantage points.

Go to the pickup point when you've finished here.

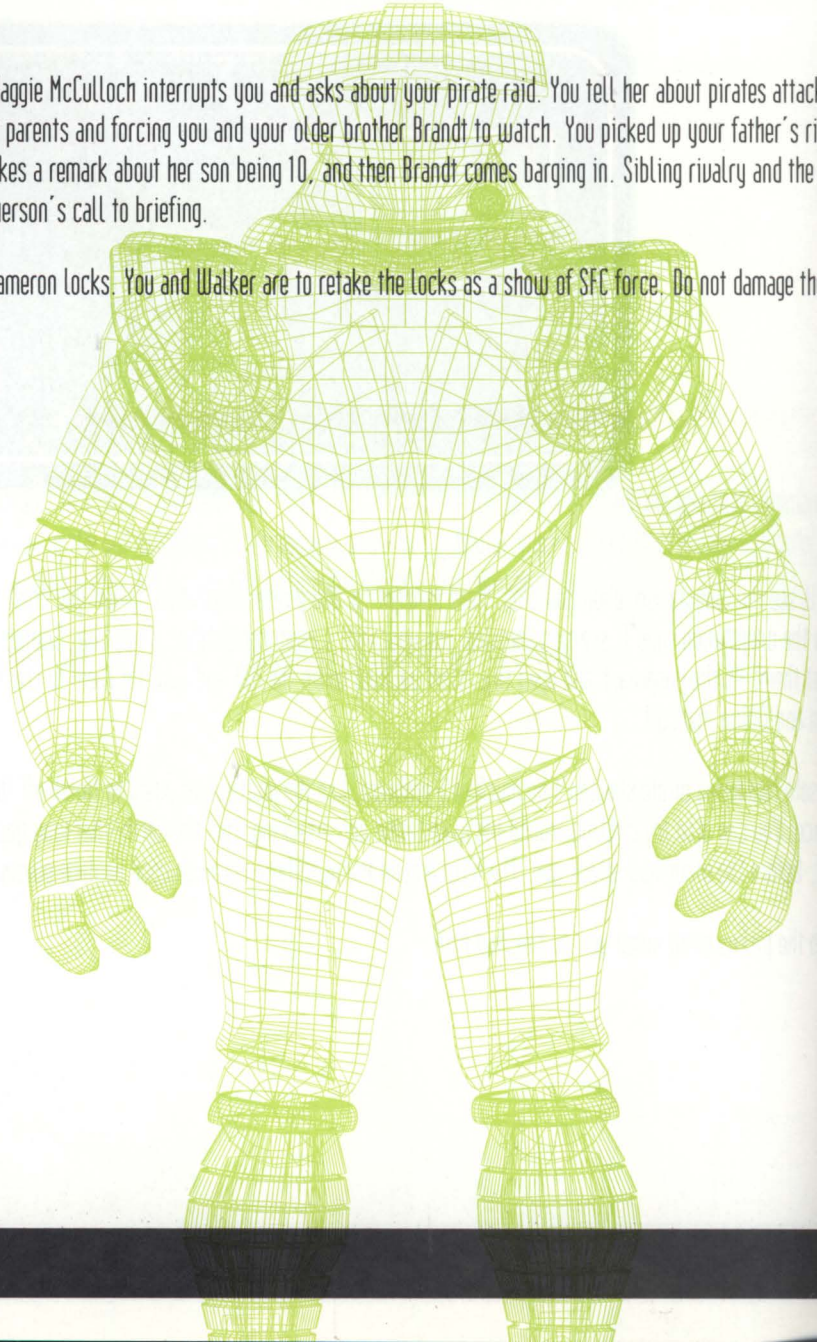
MISSION 2 (38): OPERATION PANAMA ▶

Story: You're examining your PBA when Maggie McCulloch interrupts you and asks about your pirate raid. You tell her about pirates attacking your farm when you were 10, killing your parents and forcing you and your older brother Brandt to watch. You picked up your father's rifle and emptied it into the pirates. Maggie makes a remark about her son being 10, and then Brandt comes barging in. Sibling rivalry and the resulting tension are interrupted by MacPherson's call to briefing.

Mission Briefing: Pirates have taken the Cameron locks. You and Walker are to retake the locks as a show of SFC force. Do not damage the cargo or ships.

13 pirates:
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

4 Buildings at the Cameron Locks facility
Barge
2 Pirate lookout stations



Mission Summary:

- PBAs–13
- Pirates–13
- Vehicles–0
- Aircraft–0
- Installations–7
- Weapons–0

Recommended configuration: You and Walker, both with the default loadout of laser, multipulsar, laser, multipulsar, and dynamo.



About 170 meters to the E/SE of your drop point is one of the two pirate lookout towers. Approach it and lock onto one of the two pirates guarding the tower. Get it within range of your multipulsars, jump into the air, and open fire. You should be able to soften one of them up before they charge you and Walker. The two of you should easily take care of these two sentries.

Another tower is to the N/NE of your drop point, with another two pirate sentries. Use the same tactic to snipe off each sentry.

Approach the locks. Three more pirates are waiting on the east lock, but as you approach that lock from the south, your vantage point at the top of the hill should give Walker an excellent position to pick them off. Two pirates are on the east lock, and should be easy pickings for you.

COMBAT TIP: WAIT A BIT BETWEEN ENGAGEMENTS SO YOUR ARMOR CAN REGENERATE.

Send a drone to the little peninsula just north of the station area to see what's waiting for you; the last three pirates are in this area. Move in and use the multipulsar to finish them off.

MISSION 3 (01): OPERATION EAGLE EYE

Story: The troops are concerned about MacPherson's dealings with Heg Ambassador Pentheus. Brandt continues to antagonize you. The bartender makes an offhand comment about the Petrovsk grenades, and you're immediately suspicious.

Mission Briefing: This is a scouting mission, and you will be expected to get in and out without being detected. You need to scout out the pirate base and get a target lock on crates with the Clan Petrovsk seal. Then get to the pickup point as soon as possible.

New technology: Scout suit, EM emitter

Pirate:

- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade

9 pirates

- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar

Pirate storage facility
Pirate depot
Pirate tower
Pirate depot
Pirate operations post
Pirate barracks

Mission Summary:
- PBAs–11
- Pirates–11
- Vehicles–0
- Aircraft–0
- Installations–6
- Weapons–0

Recommended configuration: Just you in a scout suit, with an EM emitter and multipulsar.



Take the path outlined on the map from position 1 to 5, where you should have a good vantage point. Press F10 to get your sensor radius, and fire the EM emitter ahead of you to scan for enemies. You must avoid detection to get a maximum rating on this mission!

The crates are in the middle of the pirate depot, so you may not actually have LOS (line of sight), but your targeting computer should pick them up. Try right-clicking around the base; you should be able to get a target lock on the crates from your position here.



Be careful, because a patrol is just out of sensor range to the east (but within visual range; use your infrared sight). After that, start jumping to the pickup point, and your dropship should be waiting.

MISSION 4 (2): OPERATION SHERWOOD

Mission Briefing: You need to intercept the pirate convoy transporting the Petrovsk grenades and stop the trucks before they get to the spaceport at Sestao. Deal with the armed escort first, then use the terrain to get ahead of the trucks.

5 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

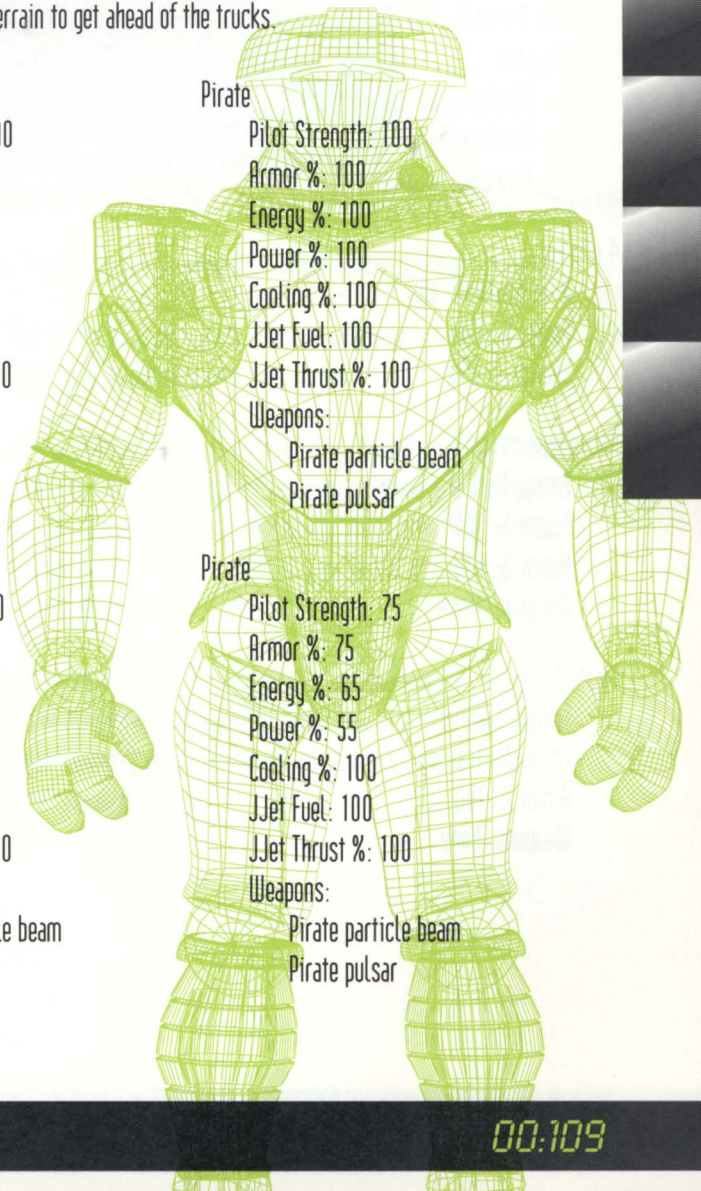
Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 60
- Armor %: 60
- Energy %: 60
- Power %: 60
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate pulsar

Pirate
- Pilot Strength: 40
- Armor %: 50
- Energy %: 70
- Power %: 50
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 75
- Armor %: 75
- Energy %: 65
- Power %: 55
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar





10 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade
  - Pirate particle beam

4 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100

Pirate hovercraft
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate truck
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate truck
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Mission Summary:
- PBAs–23
- Pirates–13
- Captains–10
- Vehicles–3
- Pirate trucks–2
- Pirate hovercraft–1
- Aircraft–2
- Pirate transports–2
- Installations–0
- Weapons–0

Recommended configuration: You and Walker, both with multipulsar, laser, multipulsar, laser, and dynamo.



The road around the intercept point runs between hills, so you can use the terrain to gain some good sniper views of the pirate escort.

There are two pirates at point A, on your way to the intercept point. They should be easy to pick off. There are also five pirates where the road turns west, to the south of the intercept point. These pirates need to be eliminated next.

The convoy comes from the north, accompanied by six pirate PBAs in various states of repair. Try positioning Walker on the other side of the road so that when the convoy comes you can hit the trailing pirates. Once you hit the pirates, take a few seconds to regroup. You need to stop the convoy by killing the five pirates at the bend in the road, but you should be able to catch up with the convoy in no time. Use the multipulsar at long range when engaging the second group of pirates. Make sure that you're locked onto a target when firing, and when your target expires, switch targets ASAP and continue blasting away.

Step in front of the convoy or run into the lead truck, and it stops after its escort expires. Your mission is accomplished. You can check out the spaceport if you like, but be aware that it's crawling with pirate captains, and you'll have a hell of a time taking them all out. But if your armor is in good enough condition, and Walker is in good enough shape, you can try positioning her at a static location to fire at the captains. They defend the transports and don't come charging after you.

MISSION 5 (3): OPERATION SEAGULL

Story: Maggie tells you about her kids; it turns out she was caught in hibernation on an errant transport during the original exodus from Jupiter, and is actually 232 Terran years old. Pirates raided the stray transport module and kidnapped her children. Her story touches you, and you vow to help her find her family.

Mission Briefing: Pirates have blockaded Vetter Steading, and it's up to the SFC to rescue the steading and its ammunition factory.

New technology: Grenade launcher

11 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam
  - Pirate particle beam

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate pulsar

Pirate hovercraft
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Centauri transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Centauri transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Mission Summary:
- PBAs–14
- Pirates–12
- Captains–2
- Vehicles–1
- Pirate hovercraft–1
- Aircraft–2
- Centauri transports–2
- Installations–3
- Weapons–0



Recommended configuration: You, Walker, and Ashford; multipulsar, grenade launcher, laser, grenade launcher, and dynamo for the entire squad.



There are two pirates at the pickup point. The other 12 are scattered throughout the blockade area. You can take care of the two pirates yourself. Send your squadmates around the blockade to the area just east of the blockaded region.

Position yourself along the roadway to the west of the blockaded area. When you're in position, give the command to your squadmates to move in. As they engage the enemy, use your grenade launchers to lay down a barrage of suppressing fire. That should clean up the mess quickly.

You can also opt to charge in from the west as a group. Just keep your squad spread out side-by-side. The combined fire from your squad's multipulsars and grenade launchers should devastate the opposition. Remember, there's often more than one way to skin a cat...

MISSION 6 (4): OPERATION EAGLE'S ROOST ▶

Mission Briefing: This is the assault on the pirate base. There are sentries surrounding the base, which should be taken out before you enter the base. Take out the pirates and the buildings, then head to the pickup point.

New technology: Universal backup

6 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam

2 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

2 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade



Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate pulsar

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar
  - Pirate particle beam

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam

Pirate truck
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate storage facility
Pirate depot
Pirate tower
Pirate depot
Pirate operations post
Pirate barracks
Turret
Turret
Hegemony landing pad

Mission Summary:
- PBAs–14
- Pirates–12
- Captains–2
- Vehicles–1
- Pirate truck–1
- Aircraft–0
- Installations–9
- Weapons–0

Recommended configuration: You, Walker, and Ashford, all with laser, multipulsar, two grenade launchers, and universal backup.



When you land, give orders to each squaddie individually to use ASFs at will. That way your squad will be able to repair their suit systems if they get banged up too quickly.

A pirate truck comes from the south. You should circle the base and destroy any sentries you come across before you assault the base itself. Once you open fire on the base from a stand-off distance—about 100 meters—more pirates will emerge. Stay out of their range and use your grenade launcher to pelt them before they get a bead on you. This mission is straightforward and fairly easy.

MISSION 7 (5): OPERATION VALKYRIE ▶

Story: You're discussing the pirates with MacPherson, and you remark that they're tougher than any pirates you've ever encountered. You're interrupted by Ambassador Pentheus, and MacPherson reveals that they've found Hegemony equipment at the pirate base. Creon assures him that there is no Hegemony action planned in the Centauri system, even as a starship moves toward them in space, unknown to the SFC.

Mission Briefing: Strike Force Io's Anvil Squad has a downed soldier, Colin, in a damaged PBA. It's up to you to reach him, repair his PBA, and make it to the dropship before the pirates find him.

Strike Force Io/Colin
- Pilot Strength: 67
- Armor %: 77
- Energy %: 86
- Power %: 91
- Cooling %: 84
- JJet Fuel: 87
- JJet Thrust %: 79
- Weapons:
  - Laser
  - Particle beam
  - Smoke grenade

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

5 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate particle beam

2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade

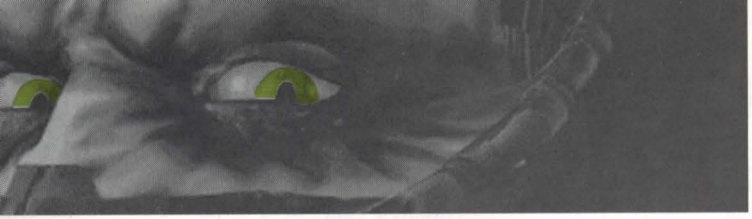
Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Smoke grenade

3 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade
  - Pirate particle beam



3 spy drones
Hegemony encampment
Pirate operations post
Pirate lookout station
Pirate tower

Mission Summary:

- PBAs–19
- Pirates–10
- Captains–8
- Colin–1
- Vehicles–0
- Aircraft–3
- Spy drones–3
- Installations–4
- Weapons–0

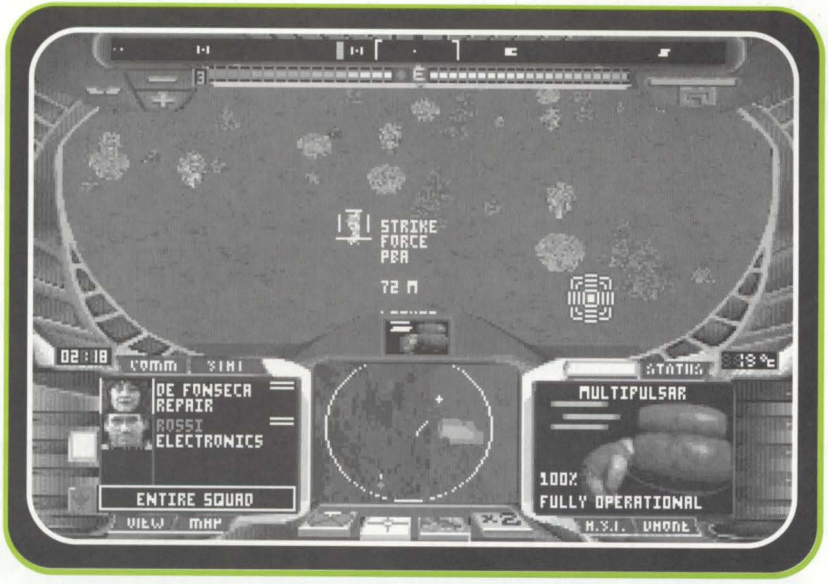
Recommended configuration: You, De Fonseca, and Rossi, all with laser, multipulsar, two grenade launchers, and universal backup. (De Fonseca also carries the PBA repair pack.)



Make a beeline to the search area and Colin's position—you'll encounter drones and at least one squad of pirates looking for Colin and his PBA.

It's raining, so switch to full screen and infrared display with maximum zoom so you can spot Colin's PBA from a distance. Watch for drones and destroy them if they get within range. Otherwise, press on.

Colin is located in the search area:



First, have your repair specialist repair the PBA. Then use your electronics specialist to reboot the PBA. While rebooting the PBA, have your repair specialist repair any suits that took damage in your scrum against the pirates.

You can hear your dropship aborting after taking fire from pirates waiting at the pickup site. After you repair the PBA, order Colin to stay behind as the three of you move ahead. After a few hundred meters, order Colin to follow you. This way your squad can engage the pirates and eliminate some opponents before Colin enters the battle.

You can take your two squadmates and comb the countryside looking for additional pirates to kill (to raise your prestige), *but keep Colin out of the fray*—if he dies, your mission is a failure.

MISSION 8 (6): OPERATION EAGLE'S NEST▶

Mission Briefing: Intelligence has located the Petrovsk grenades on a transport at a small port facility. Destroy the transport, then the pirates and the base if at all possible.

New technology: Railgun

2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam

2 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate particle beam

2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

2 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade

4 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam

3 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade
  - Pirate particle beam

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

Pirate transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate tower
3 pirate storage facilities
3 pirate towers
Pirate depot
Pirate operations post
2 pirate lookout stations
Bridge
2 turrets

Mission Summary
- PBAs–16
- Pirates–9
- Captains–7
- Vehicles–0
- Aircraft–1
- Pirate transport–1
- Installations–14
- Weapons–0

Recommended configuration: You, Brandt, Walker, and Gomez, all in standard PBAs–no recon is necessary here. Two grenade launchers, multipulsar, railgun (for low-energy situations), and universal backup.





Time is of the essence. Head down the road and eliminate the two turrets guarding the bridge. Crest the hill, open fire on the turrets, and then back off so the turrets don't get a bead on your position. Give all your squaddies the Use ASF at Will command and a Cautious Attack instruction.

You crest a hilltop that leads down to the base—keep your squad behind you with a Stay at Location command. After you engage the first group of enemies and finish them off, target the transport immediately and move in. Open fire immediately when you get within range, destroy the ship, and retreat. You should be able to frag the ship before the pirates close in on you. Your squad can then take out the pirates as they charge your position. Soften up the approaching squad with a salvo of three grenades and multipulsar fire (back up or strafe while firing), and send in your squad to rush the base and mop up any laggards.

Once again, the pickup site has a few more pirates to take care of. Before heading back to the pickup site, make sure you attend to everyone's PBAs. Repair all systems and get ready to finish off the last three pirates—easy pickings with your grenade launcher.

COMBAT TIP: USE THE APPROPRIATE WEAPON FOR THE SITUATION AT HAND. THIS MAY SEEM OBVIOUS, BUT MANY TIMES IT'S EASY TO JUST USE THE WEAPON YOU HAVE SELECTED, EVEN IF IT'S NOT THE BEST ONE FOR THE JOB. FOR INSTANCE, TRY USING A MISSILE LAUNCHER AT 30 METERS—NOT ONLY WILL YOU TAKE SOME DAMAGE YOURSELF, BUT CHANCES ARE YOU'LL HAVE A COMRADE NEAR GROUND ZERO. YOUR TEAM MEMBERS MAY EVEN TURN AGAINST YOU FOR IT. INSTEAD, YOU SHOULD USE WEAPONS LIKE THE IONIC FUSION RIFLE OR THE PARTICLE BEAM FOR "CLOSE ENCOUNTERS."

MISSION 9 (7): OPERATION MARINER ▶

Story: You learn how Siren got her voice box—pirates cut her throat out to keep her quiet when she was young. Gags demonstrates his ability to transfer memories, and you experience Cassandra's ordeal. Meanwhile, the bartender exhibits a knowledge of Earth drinks. The suspense mounts...

Mission Briefing: Pirates have been terrorizing water lanes, and have established hidden bases on the islands in a New Hope river. Convoys arrive to deliver supplies to the bandits, and they gather. You can wait for all the pirates to gather to pick up supplies and kill all of them at once, or you can destroy the convoy early, then hunt the bandits down one by one. The latter is the less dangerous option.

New technology: EM dampener

4 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate particle beam

2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam
  - Pirate grenade

5 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate pulsar
  - Pirate particle beam



Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate heavy pulsar
  - Pirate grenade

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate pulsar

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate grenade
  - Pirate pulsar

Captain
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate particle beam

Pirate truck
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Pirate truck
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

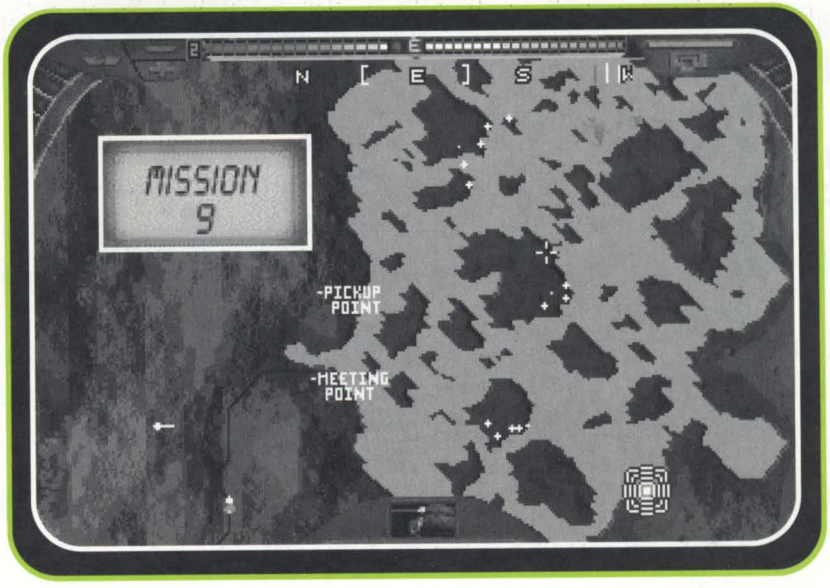
Pirate hovercraft
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

3 pirate lookout stations

Mission Summary:
- PBAs–18
- Pirates–8
- Captains–10
- Vehicles–3
- Pirate–trucks–2
- Pirate–hovercraft–1
- Aircraft–0
- Installations–3
- Weapons–0

Recommended configuration: You, McCulloch, Ashford, and Gomez, all in standard suits. Two grenade launchers, multipulsar, railgun, and universal backups.





On the game's tougher levels, go and knock off the convoy first. Head right for the road and destroy the trucks and the escorting PBAs. Then give orders to stop and let everyone's armor regenerate. Use the ASFs now, if need be.

Head to the meeting area. Give a Cautious Attack order and use your zoom to find the pirate lookout towers. Do some of your own island-hopping. Clean up the islands one by one, but make sure you visually inspect each island before moving to it. Wading through the water is going to slow you down, so try using jump jets to hop from island to island.

If you're feeling ambitious, have your squad take position on the north cliff facing the meeting point, issue a squad-wide hold-fire order, and wait for the trucks to arrive. When the pirates join the party, unleash your grenades and order your squad to open fire. Be prepared to retreat as the pirates cross the little inlet and attack your position. If you choose a recon specialist, s/he will give you better warning of incoming enemies.

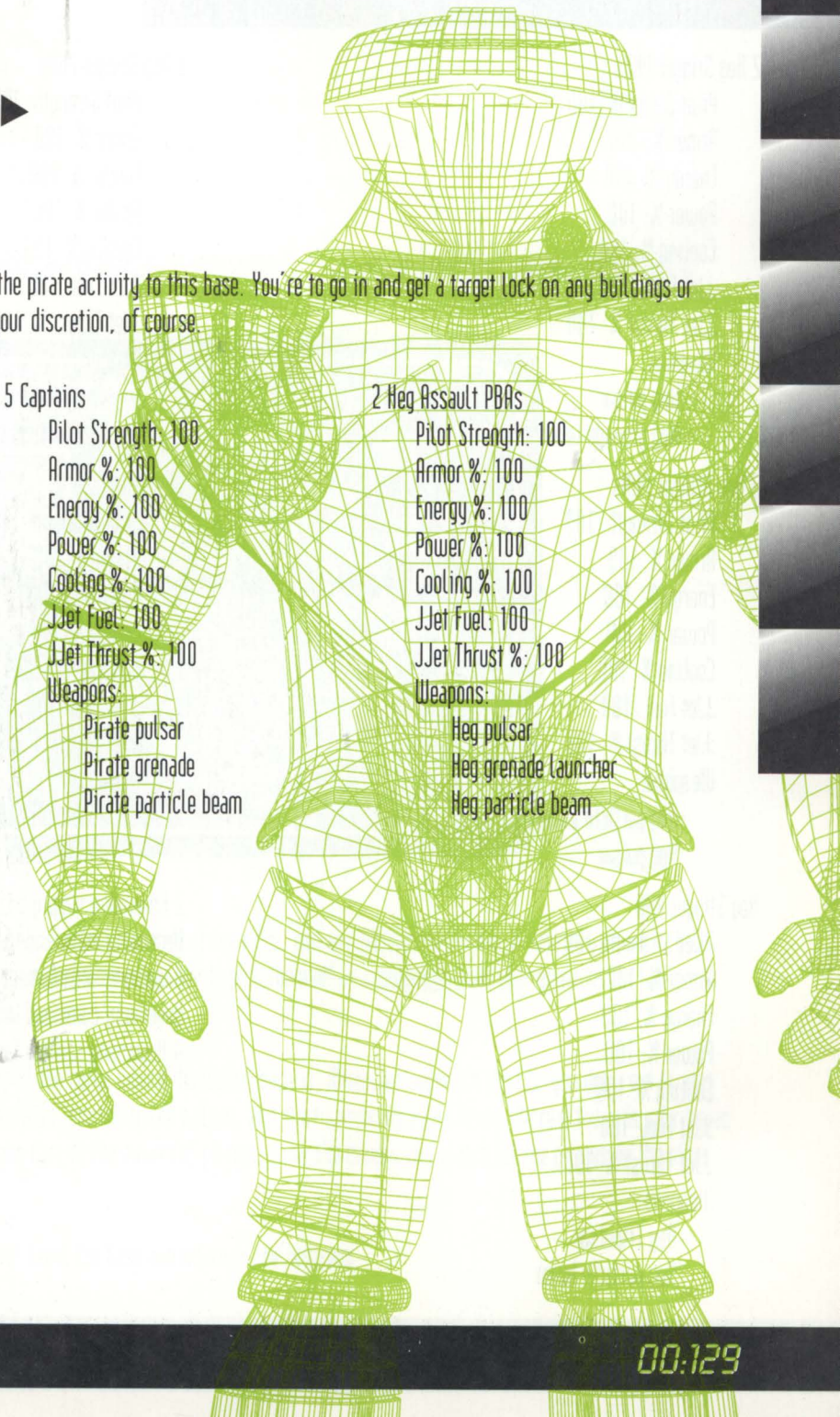
MISSION 10 (8): OPERATION PERISCOPE ▶

Mission Briefing: SFC Intelligence has traced the pirate activity to this base. You're to go in and get a target lock on any buildings or items you see. Take out any unfriendlies—at your discretion, of course.

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar

5 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade
  - Pirate particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam





2 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher

2 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

Heg Stinger PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

2 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

17 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

2 Hegemony supply posts
Hegemony command tower
Hegemony encampment
Hegemony command tower
4 Hegemony storage facilities

Mission Summary:

- PBAs–31
- Heg Stinger PBAs–7
- Heg Assault PBAs–3
- Pirates–16
- Captains–5
- Vehicles–0
- Aircraft–0
- Installations–9
- Weapons–0

Recommended configuration: You, Gomez, Walker, and Brandt, all in standard PBAs. Two grenade launchers, railgun, and multipulsar.



Head toward the presumed location radius directly. On the other side of the ridge, you encounter two patrols of two pirates each. Give your team a Cautious Advance order and use your multipulsar or railgun to pick them off at a distance. Save your grenades for later, and give your squad the order to use their ASFs at will.

Have your three squadmates wait below the lip of the gorge where the hidden base is. When you approach the lip, you draw out pirates who will rush you. Launch a salvo of three grenades, switch to the railgun, and start retreating while firing. Retreat towards your squad and give them the order to attack. After you take care of the swarm of pirates, enter the chasm. But watch for the pirates on the other side of the chasm above.

Target-lock one of the buildings. It's Hegemony! Level the base and return to the dropship.

MISSION 11 (9): OPERATION IVANHOE ▶

Story: You tell MacPherson that the base was stocked with Hegemony equipment, just in time to be interrupted by the Hog ambassador's vid-call. Pentheus reveals that he has betrayed MacPherson's confidences in the past, and that the Hegemony will conquer Centauri and the Clans. You vow revenge.

Mission Briefing: Defend an agamemnite mine. Watch for artillery and try to disable the troops without harming the cannon. The most important thing is to save the mine.

New technology: Heavy suit, particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar
  - Heg grenade launcher

5 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

6 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Artillery cannon
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

4 Hornet drones
- Energy %: 100
- Power %: 60
- Armor %: 100
- Weapons:
  - Heg pulsar

Mine
2 pirate towers
Pirate storage facility

Mission Summary:
- PBAs–12
- Heg Stinger PBAs–6
- Heg Assault PBAs–6
- Vehicles–1
- Artillery cannon–1
- Aircraft–4
- Hornet drones–4
- Installations–4
- Weapons–0

Recommended configuration: Take along as many weapons specialists as you can, such as Ashford and Gomez, and a repair specialist if necessary. Outfit each of them with a heavy PBA equipped with railgun, particle beam, two grenade launchers, and a universal backup.



As you can see, enemies come from all directions. Move aggressively to the base. While your crew takes on the drones (the railgun is an excellent weapon against them), look north for the first wave of Heg PBAs. Long-distance sniping and quick squad fire should finish this group just in time for another group to arrive from the east. Watch the close-quarters combat here because your grenades could injure you and your squad. As soon as you mop up here, move east off the road (a bit to the south) so you can circle around the incoming artillery canon and take on the demolition Hogs with your grenades. A few grenades and rapid-fire railgun shots should keep them on the ropes as your squad finishes things off.

MISSION 12 (32): OPERATION METEOR ▶

Story: Schuyler tries to charm Walker once again, with the same results. You confront Brandt about his disappearances, suspicious of possible Hegemony infiltration.

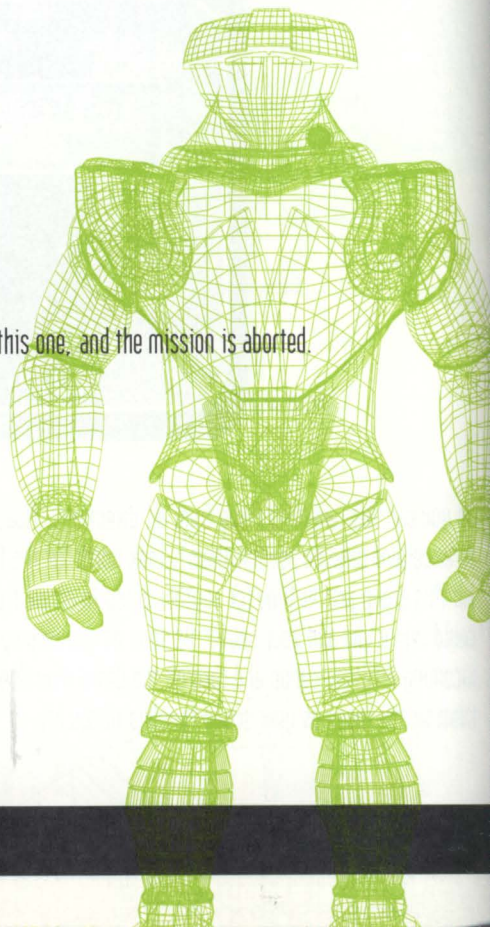
Mission Briefing: Go repair the telescope!

Omicron telescope
Power structure
3 observatory buildings
Power structure

Mission Summary:

- PBAs–0
- Vehicles–0
- Aircraft–0
- Installations–6
- Weapons–0

No opponents on this mission–it's meant to build some tension. Gags gets injured on this one, and the mission is aborted.



MISSION 13 (33): OPERATION METEORITE ▶

Mission Briefing: You're being sent back to finish the job, this time with the right equipment.

New technology: Autodoc

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

3 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

3 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg particle beam

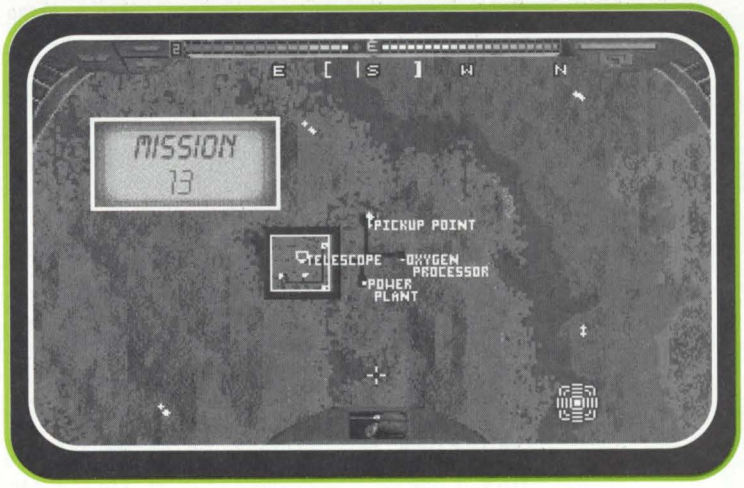


4 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

Damaged telescope
2 power structures
3 observatory buildings

Mission Summary:
- PBAs–12
- Heg Stinger PBAs–3
- Heg Assault PBAs–6
- Heg Juggernaut PBAs–3
- Vehicles–0
- Aircraft–4
- Hornet drones–4
- Installations–6
- Weapons–0

Recommended configuration: Bring along De Fonseca, who gets three railguns and a grenade launcher. Also take Gomez and Girraud, who each get two launchers, particle beam, and railgun. Autodocs and heavy PBAs for all.



Send your squad to wait at the southern part of the base, and climb onto the northern wall. Start shooting at the incoming PBAs from the N/NE while your squad takes care of the drones.

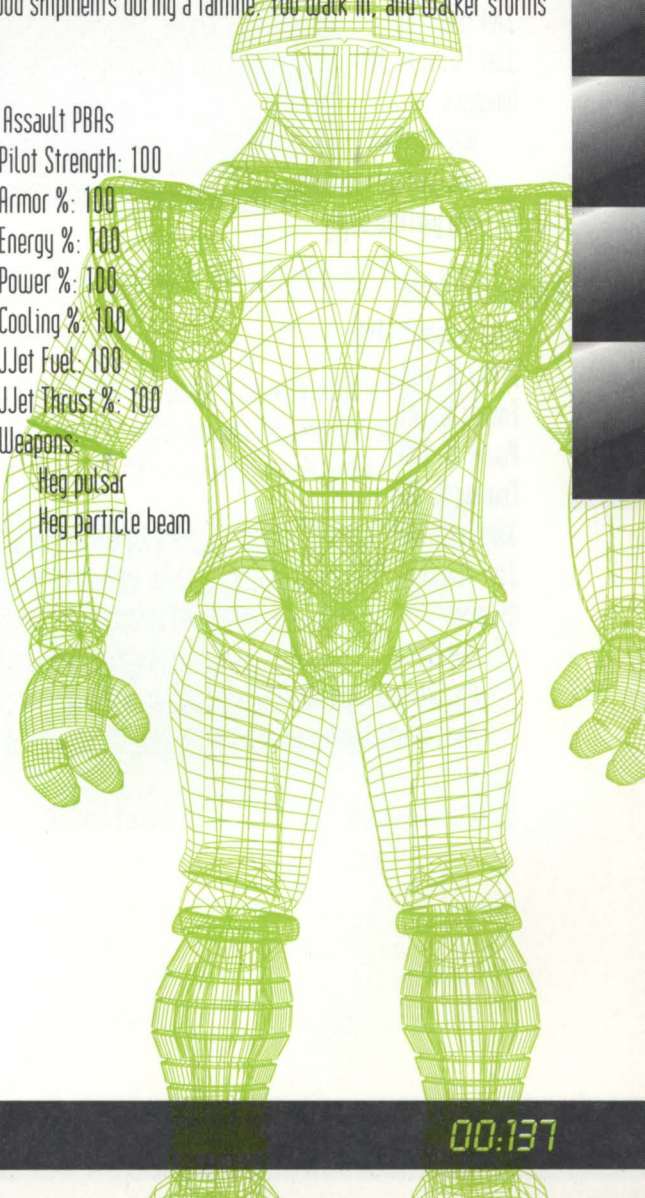
A heavy force comes in from the east, so if you can finish off the drones and the first wave of PBAs, you'll have some time to clean up. Make sure that you heal up and use your repair specialist to patch up your squad's PBAs. A heavier force of PBAs is approaching from the E/NE, and will come through the main gate or over the wall. Leave your squad in the base (Stay At Location) and venture out to get some early shots at the approaching enemies. When they come within range, fall back and keep firing. Use your grenades, but don't waste them while the enemy is out of range.

MISSION 14 (10): OPERATION OILSLICK ▶

Story: Walker, in a secret communication with her Councilwoman, reveals that her Clan entered into a treaty with the Acid Hand Pirates that allowed the pirates to take McCulloch's family in exchange for vital food shipments during a famine. You walk in, and Walker storms out.

2 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam





2 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

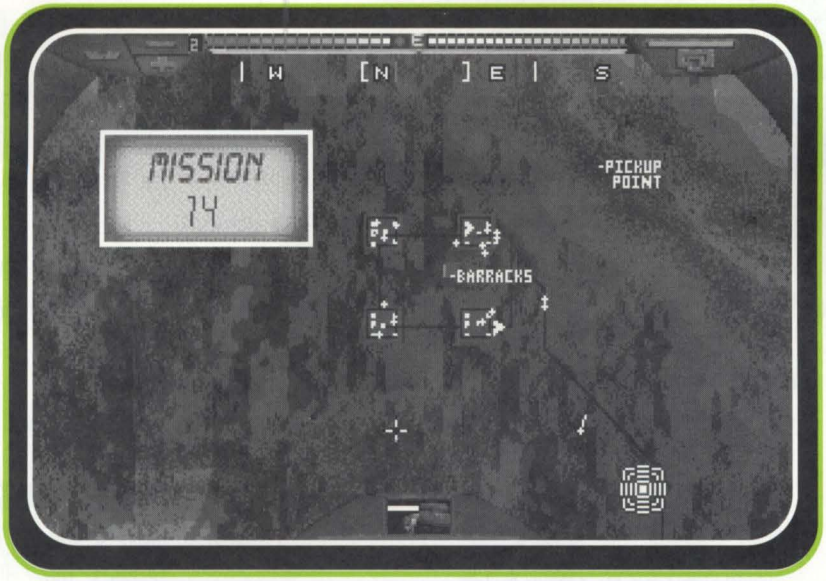
6 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

3 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

4 Hegemony supply posts
4 Hegemony towers
20 fuel pods
4 turrets

Mission Summary:
- PBAs–16
- Heg Stinger PBAs–6
- Heg Assault PBAs–8
- Heg Juggernaut PBAs–2
- Vehicles–0
- Aircraft–0
- Installations–32
- Weapons–0

Recommended configuration: You, Walker, Ashford, and Mylonas, all in heavy suits. Two grenade launchers, particle beam, railgun, and autodoc.



Take on the two western fields first. They have the fewest guards. Shoot tanks at long range with your particle beam. Circle around to the south, then move west.

After you take out the two western fuel depots, send your squad to the pickup point. Use your particle beam to destroy fuel from a distance, and keep your squad near you and out of a firefight on the base grounds, where reinforcements can pour in from the other fields. Snipe off barrels of fuel until you get the "main mission accomplished" message, then run back to the dropship.

COMBAT TIP: FOR LONG-RANGE SHOTS, THE MISSILE LAUNCHER AND PARTICLE BEAM ARE BOTH EXCELLENT WEAPONS. AT THE LATER STAGES OF THE GAME, THE MB CANNON AND MB ACCELERATOR ARE VERY POWERFUL LONG-RANGE WEAPONS, BUT THEY HAVE LITTLE AMMUNITION. SAVE THOSE WEAPONS FOR THE HEAVY TANKS AND BIPED MECHS THAT YOU ENCOUNTER DURING THE LATER PARTS OF THE GAME, AND USE YOUR SECONDARY WEAPONRY FOR DEFEATING ENEMY PBAS. ON SOLO MISSIONS, THE SIR MARK IV IS AN EXCELLENT CLOSE-RANGE WEAPON THAT INFLICTS DAMAGE OVER A WIDE AREA, IDEAL FOR TAKING ON GROUPS OF PBAS. BE AWARE THAT THIS WEAPON DOESN'T DISCRIMINATE BETWEEN THE ENEMY'S TROOPS AND YOURS, SO IT'S BEST TO SAVE THIS WEAPON FOR SOLO MISSIONS.

MISSION 15 (TT): OPERATION MARKET SQUARE

Mission Briefing: A group of Hegemony troops has raided Bishop Steading. Evict the unwanted tenants.

New technology: Thermal disruptor

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg grenade launcher
  - Heg thermal disruptor

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg grenade launcher
  - Heg pulsar

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

Heg Stinger PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg heavy particle beam

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher

3 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

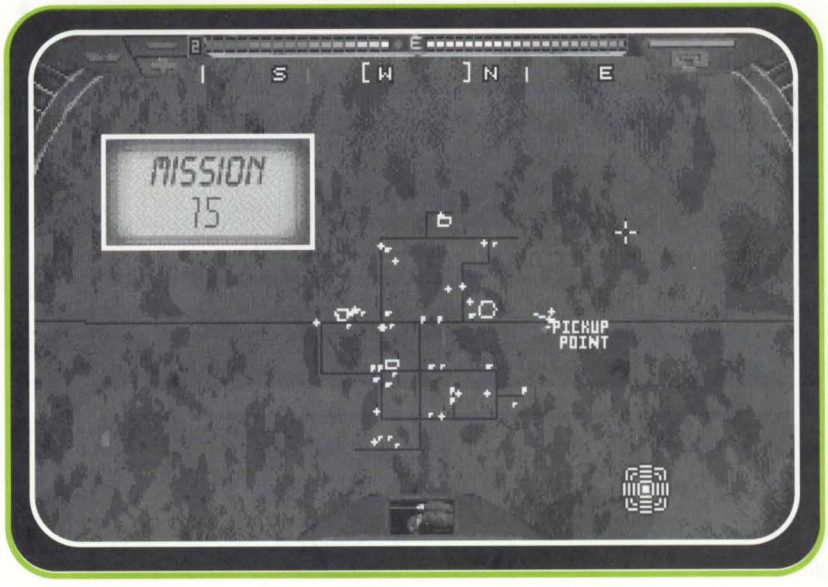
Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar
  - Heg grenade launcher

7 Bishop Steading residences
Bishop Steading granary
3 Bishop Steading industrial buildings
3 Bishop Steading warehouses
12 Bishop Steading commercial buildings
2 Bishop Steading storage facilities
2 Bishop Steading offices
Bishop Steading apartments
Bishop Steading silo

Mission Summary:
- PBAs–16
- Heg Stinger PBAs–4
- Heg Assault PBAs–10
- Clone Mark Is–2
- Vehicles–0
- Aircraft–0
- Installations–31
- Weapons–0

Recommended configuration: As many weapons specialists as possible, and then a repair specialist like Mylonas. All in heavies, with two grenade launchers, railgun, and particle beam, with autodocs.



The town's swarming with Hogs, as well as the first clones you've encountered. You may want to use your drones and zoom sights to spot the enemy. Circle the town's perimeter to the south and pick off guards, working your way in. The Hogs eventually come to you.

The key to this mission is to draw as many of the Hogs away from the town as possible, keeping your squad on a tight leash and repairing yourself between encounters. Make sure the squad doesn't engage the enemy before you're ready (that is, before you see the enemy). Give them a Cautious Advance order and tell them to follow you.

MISSION 16 (12): OPERATION EGGSHELL

Story: The SFC is celebrating their victory over the clones when Sonny, the bartender, suggests that EM grenades could confuse the clones' internal comm system. You're grateful for the advice, but even more curious about how the hell *Sonny* knows this...

Mission Briefing: It becomes clear that the Bishop Steading raid was a cover for the Hegemony's true purpose–the kidnapping and removal of clan scientists working on a new ASF. Your job is to stop the convoy by destroying its escorts.

5 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg particle beam

4 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam



Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam
  - Smoke grenade

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg grenade launcher
  - Heg particle beam

2 Hegemony trucks

3 light tanks
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam
  - Heg railgun

2 light tanks
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar
  - Pirate grenade

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar

Hunter drone
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

Hunter drone
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun



2 Hegemony encampments

Mission Summary:

- PBAs–21
- Heg Assault PBAs–6
- Heg Juggernaut PBAs–15
- Vehicles–8
- Hegemony trucks–2
- Light tanks–6
- Aircraft–2
- Hunter drones–2
- Installations–2
- Weapons–0

Recommended configuration: Take along weapons specialists, like Gomez and Walker, and a repair specialist like Mylonas. All in heavies with two grenade launchers, particle beam, and railgun, with an autodoc ASF. Equip yourself with an EM grenade system so you can stun the clones and send your squad a Rush the Enemy order.



Head south as fast as possible, and have your squad follow. Use your particle beams, then move in on the Hogs with your grenades. They're grouped closely together, so a few grenades should do a lot of good. The Hog base is crawling with bad guys, so take care not to let the trucks get anywhere near the base. You might want to try leaping over the Hogs and trucks to draw off some of the Hogs' fire and catch them between you and the squad in a pincer formation.

MISSION 17 (13): OPERATION CONDUCTOR

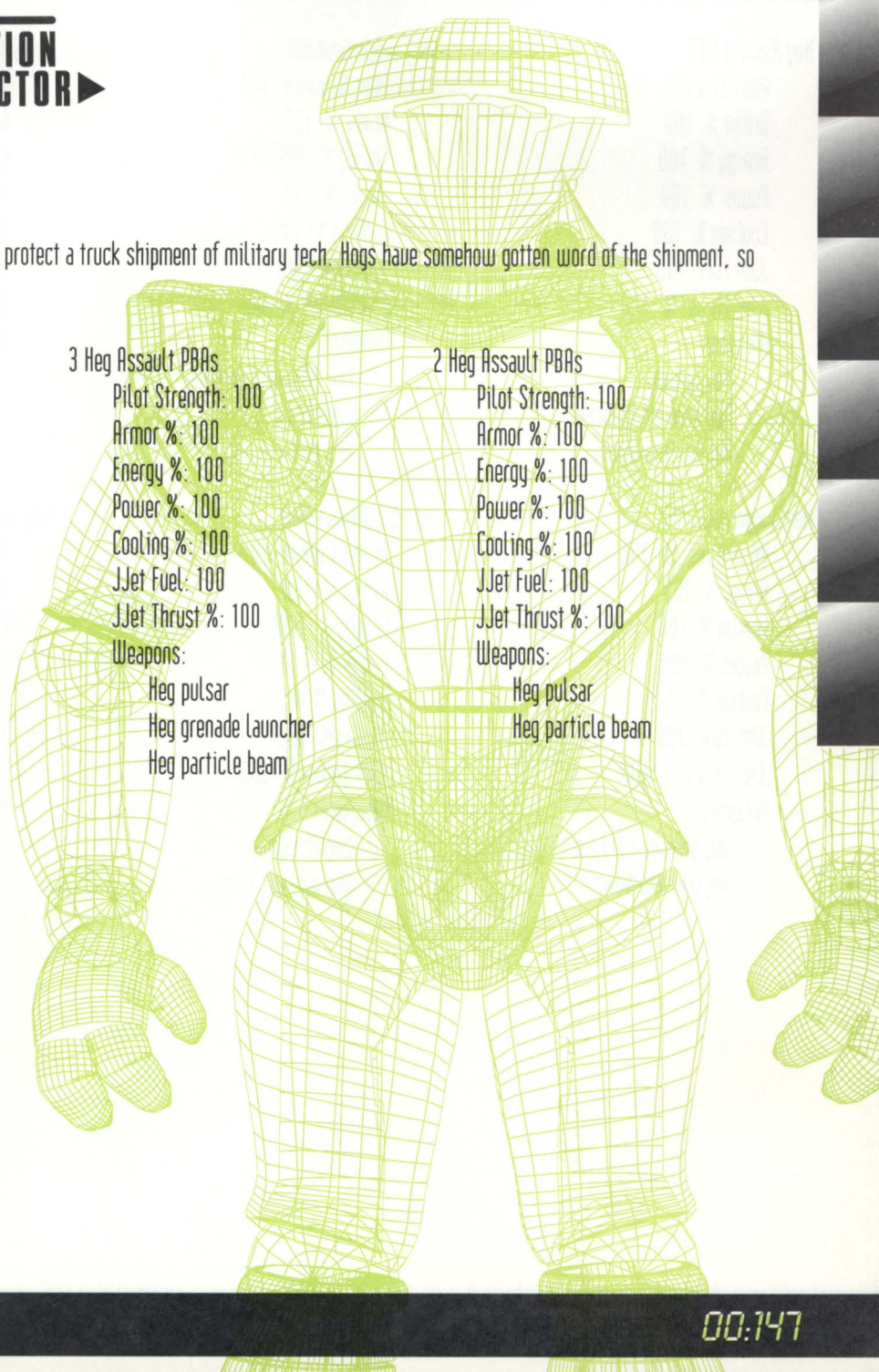
Mission Briefing: Your squad needs to protect a truck shipment of military tech. Hogs have somehow gotten word of the shipment, so expect a heavy assault.

New technology: Mine layer

5 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam





Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg grenade launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

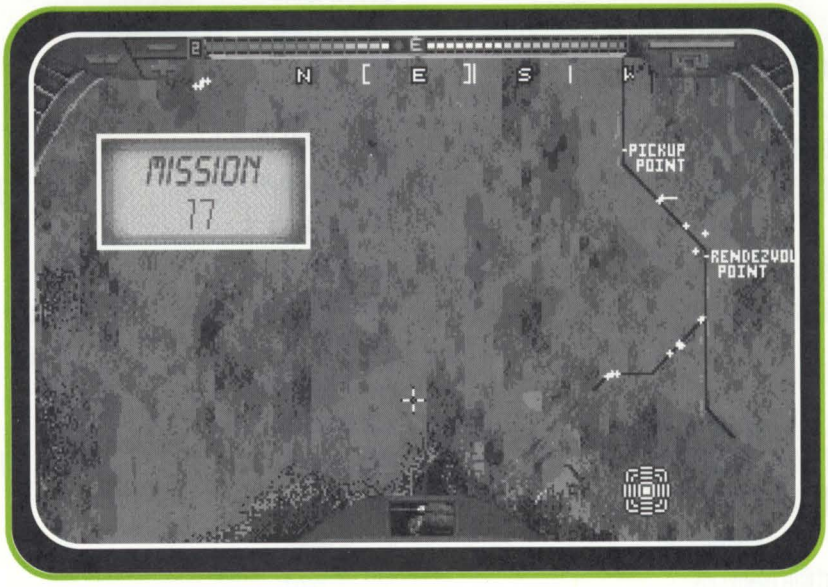
Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg particle beam

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg missile launcher

Centauri truck
6 swooper drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam

Mission Summary:
- PBAs–19
- Heg Stinger PBAs–5
- Heg Assault PBAs–6
- Heg Juggernaut PBAs–6
- Clone Mark Is–2
- Vehicles–1
- Centauri trucks–1
- Aircraft–6
- Swooper drones–6
- Installations–1
- Weapons–0

Recommended configuration: You, Ashford, Gomez, and Mylonas in heavy suits. Two grenade launchers, railgun, particle beam, and autodocs.



Head down the right fork and keep moving—the truck has been taken by the Hogs and they're moving it out of the area. Move as fast as you can. You come across two fleeing stragglers—they'll have their backs turned to you and are basically there to slow you down. If you let the truck get too far, you'll have to watch for swooper drones. Send your forces against the guards escorting the trucks.

You should be able to pick off a few of the escorts before they reach the drones, though. Destroy them with your particle beam, but don't slow down—soon you'll be in range of the main party. Shoot them from behind, and use a grenade or two (being careful not to target and/or destroy the truck). Then fall back when they turn and charge you. After you finish them off (again, don't worry about the swoopers), the truck turns around and heads for the drop point. Get ahead of it if possible, because there is one last band of Hog PBAs waiting for you. Three grenades and they should be just about toasted.

MISSION 18 (34): OPERATION METEOR SHOWER▶

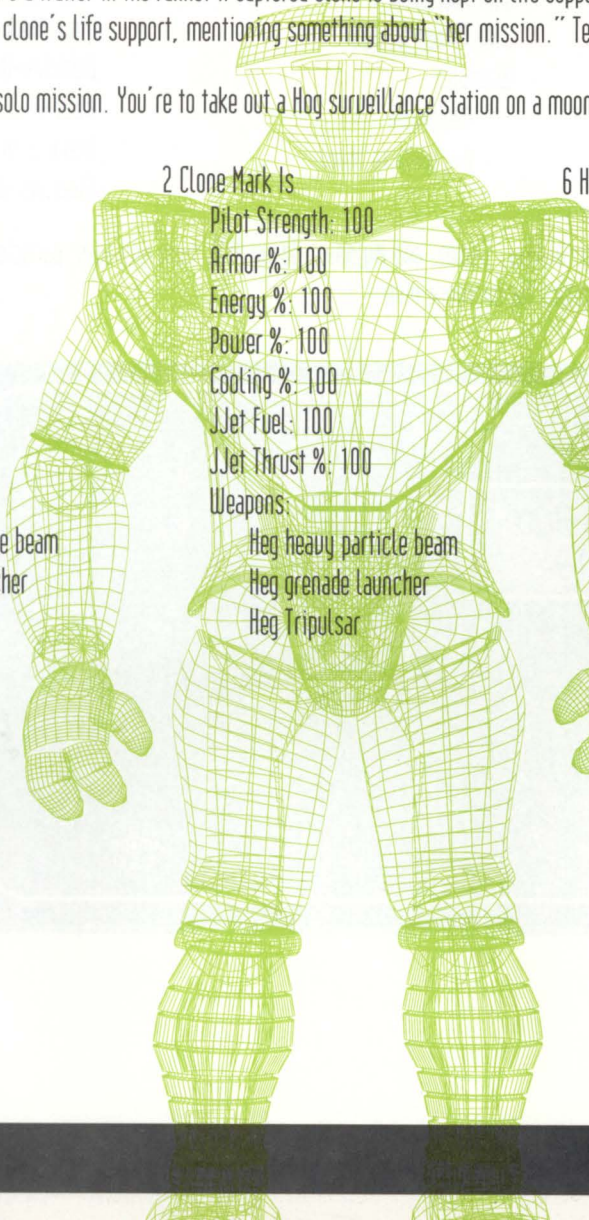
Story: The SFC thinks there's a traitor in the ranks. A captured clone is being kept on life support in hopes that it can tell them something. Walker turns off the clone's life support, mentioning something about "her mission." Tensions continue to run high.

Mission Briefing: This is a solo mission. You're to take out a Hog surveillance station on a moon.

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg Tripulsar

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar

6 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam





2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

3 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Hegemony telescope
2 heavy turrets

Mission Summary:
- Heg Stinger PBAs–3
- Heg Assault PBAs–2
- Heg Juggernaut PBAs–6
- Clone Mark Is–3
- Vehicles–0
- Aircraft–0
- Installations–3
- Weapons–0

Recommended configuration: The usual for you, Walker, Gomez, and Mylonas. Heavy PBA, twin grenades, particle beam, and a thermal disruptor or railgun, mine layer for you, and autodocs for everyone else.



Keep your squad back (Stay in Position order), approach the Hog facility, and target the turret. Get within PB range and open fire to draw out the clones. Turn your particle beam on them and lead them into your squad's fire. Drop a mine or two as you back up to your squad. Make sure you keep your demolitions expert out of the main fight, because you need him to destroy the telescope.

After you've destroyed most of the patrols, take Walker and your repair specialist into the telescope area to mop up the other turret and any remaining Hogs.

Notice that some of these Hogs are carrying missile launchers, so retreating and laying a good minefield in their path is a good tactic. After everything is clear, order your demolitions expert to torch the telescope.

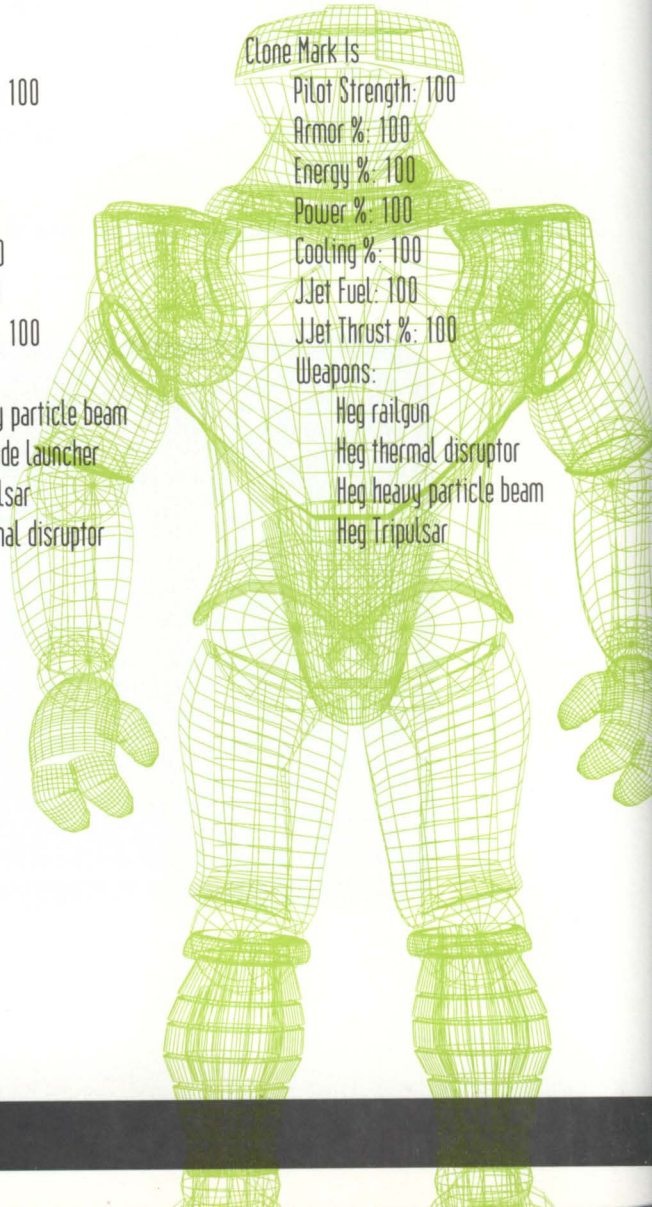
MISSION 19 (29): OPERATION GOBLIN ▶

Mission Briefing: This is a solo mission—a simple recon to ID some trucks.

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg Tripulsar



Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg Tripulsar

2 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg railgun

5 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg missile launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg missile launcher



Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg Tripulsar
  - Heg heavy particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg railgun

4 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

Hegemony control station
2 Hegemony towers
5 Hegemony munitions towers

Mission Summary:
- PBAs–17
- Heg Juggernaut PBAs–12
- Clone Mark Is–4
- Clone Mark IIIs–1
- Vehicles–0
- Aircraft–4
- Hunter drones–4
- Installations–9
- Weapons–0

Recommended configuration: Heavy suit, two grenade launchers, particle beam, railgun, and autodoc.



This mission turns into a prison break when your dropship is ambushed and you're taken prisoner. Your buddies at SFC come to the rescue and spring you, but now your suit is damaged, and you're smack dab in the middle of a Hog facility.

Order your squad to head to the pickup point. Run and jump-jet over the walls. Schuyler dies, and there's nothing you can do about it... Your squad consists of other "Immortals," so don't worry if they evac—just get out of there.

MISSION 20 (15): OPERATION UNDERTOW ▶

Story: Seems like Ashford thinks you're the traitor. Everyone else is at Schuyler's funeral. And it seems that Walker and Maggie are heading for a confrontation.

Mission Briefing: You're to destroy a Heg station designed to probe for natural resources. This is a solo mission–slip past the patrols, flash the station, and get the hell out.

Heg Stinger PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam
  - Heg grenade launcher

Heg Stinger PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

4 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg pulsar
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar
  - Heg thermal disruptor

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar
  - Heg grenade launcher



2 Swooper drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam

Hegemony sensor station
2 turrets

Mission Summary:
- PBAs–14
- Heg Stinger PBAs–2
- Heg Assault PBAs–12
- Vehicles–0
- Aircraft–2
- Swooper drones–2
- Installations–3
- Weapons–0

Recommended configuration: Standard suit, railgun, 2 particle beams, grenade launcher, and EM dampener.



This mission is actually quite easy if you approach the sensor station from the west side of the area, up in the hills. Switch your EM dampener on and make your way to the hills, giving the perimeter of the Hog base a wide berth. When you climb the hills, you can pick off the turrets with the particle beam and destroy the drones with your railgun. When that's done, and you've finished off any PBAs foolish enough to engage you from your sniper's nest above the Hog installation (remember that the altitude gives your grenade launcher extra range!), target the sensor and fire away. You may need to jump into the air to get a clear shot. Finish it off and make your way to the dropship. This mission is pretty easy.

MISSION 21 (17): OPERATION IVY ▶

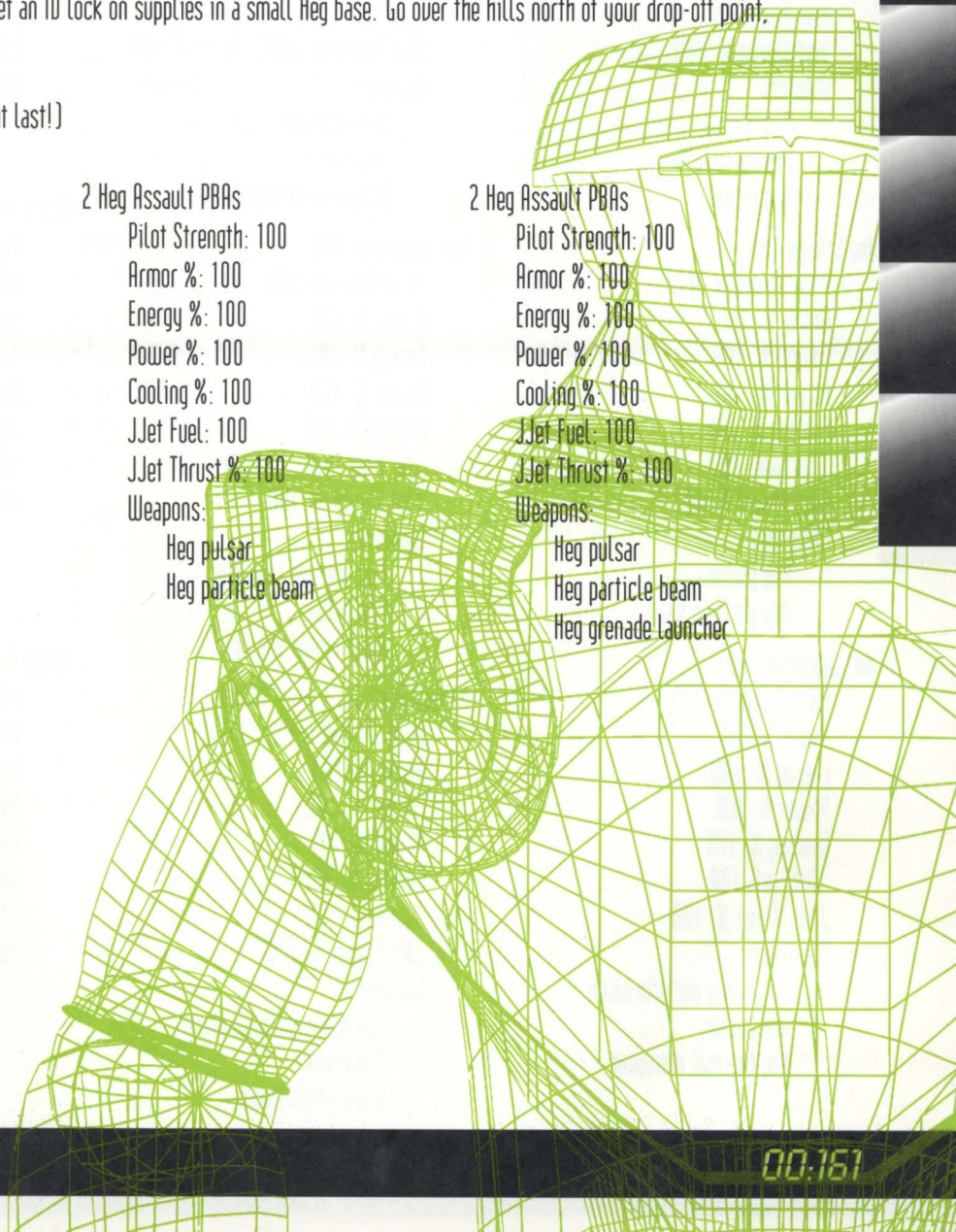
Mission Briefing: Take a squad and get an ID lock on supplies in a small Heg base. Go over the hills north of your drop-off point, because the passes are guarded.

New technology: Missile launcher (at last!)

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg particle beam
  - Heg grenade launcher

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam
  - Heg grenade launcher





Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg particle beam
  - Heg pulsar

Heg Stinger PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar
  - Heg thermal disruptor

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg pulsar
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg thermal disruptor

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg missile launcher

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam
  - Heg pulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg pulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg pulsar
  - Heg particle beam

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar
  - Heg railgun

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

3 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

Hegemony supply post
2 Hegemony landing pads

Mission Summary:
- PBAs–19
- Heg Stinger PBAs–1
- Heg Assault PBAs–6
- Heg Juggernaut PBAs–3
- Clone Mark Is–6
- Mech bipeds–3
- Vehicles–2
- Light tanks–2
- Aircraft–3
- Hornet drones–3
- Installations–3
- Weapons–0

Recommended configuration: The squad is set. Take everyone in heavies, with a particle beam, railgun, and missile launcher for you and Ashford. Thermal, grenades, railgun, and particle beams for Gags and Maggie. Autodocs for all!



You're immediately ambushed by a small group of Hogs—use your missile launcher and particle beam to finish them off. Over the crest of the hill you see mech bipeds, light tanks, and a swarm of Hogs waiting to ambush you—not the lightly guarded station you expected. Get an ID lock on any building, and you get the signal that the mission is aborted. Head right back to the dropship.

You can use your missile launcher to rain destruction on them from above, to soften them up before they come charging after you. It's fun to watch the missile's arc and explosion... and the scattered PBA parts.

MISSION 22 (16): OPERATION SERAPHIM ▶

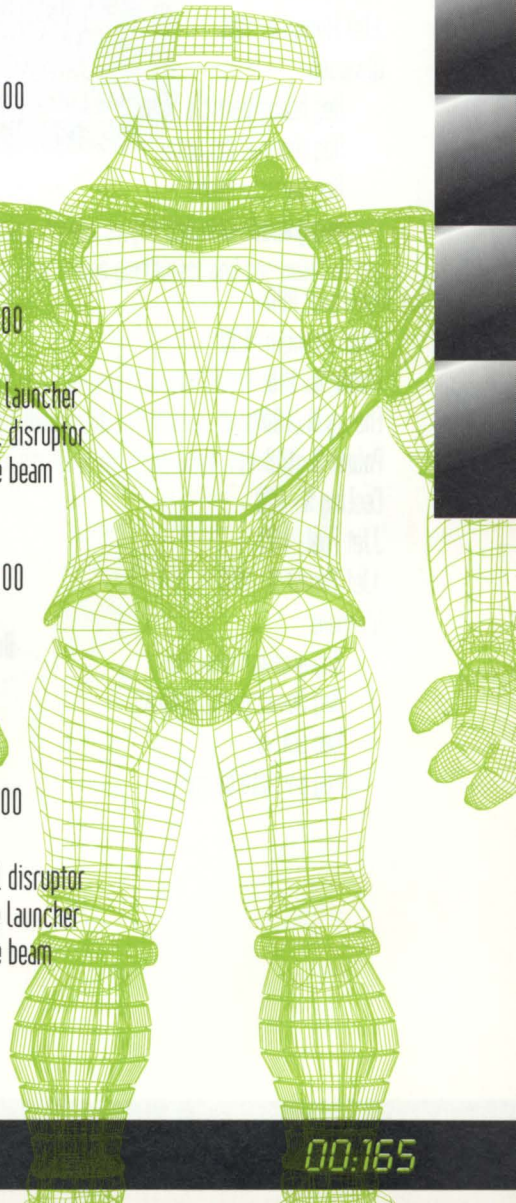
Mission Briefing: Clansman Petrovsk's transport has been shot down, and the SFC has to find the transport and protect it from Hogs.

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg grenade launcher
  - Heg particle beam
  - Heg pulsar





Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg particle beam
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg pulsar
  - Heg particle beam

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

4 Spy drones

4 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

Bomber drone
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

2 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

Centauri transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Mission Summary
- PBAs–9
- Heg Assault PBAs–3
- Heg Juggernaut PBAs–4
- Clone Mark Is–2
- Vehicles–0
- Aircraft–12
- Hornet drones–4
- Spy drones–4
- Hunter drones–2
- Bomber drones–1
- Centauri transport–1
- Installations–0
- Weapons–0

Recommended configuration: Bring along all the weapons specialists and a repair specialist, all in heavy suits. Weapons specialists should have a missile launcher, laser, and particle beam. The repair specialist should have grenade launcher, thermal disruptor, particle beam, and railgun. Take the trusty autodocs.



Have your squad stay to the left side of the search circle and move up. They take out incoming drones as you bound towards the disabled ship, which is located on the perimeter of the circle in the northwest corner. Leave a few mines northwest and northeast of the ship for the oncoming PBAs. Stay clear of that area, because drones can detonate the mines.

Your immediate problem is the drones that attack you, especially the bomber drones. Use your laser and wipe out the drones as soon as possible. When the Hogs come from northeast of the ship, use the missile launcher to hit them from a distance. Another group comes from the south, but your squad should be able to take care of them. Be careful not to use your missiles when there are friendlies in the target zone.

MISSION 23 (36): OPERATION CROPDUSTER▶

Story: When you threaten to throw Brandt off the squad for his mysterious disappearances, Brandt tells you that he's been performing the Yuric Kai, the Ionian life memory ritual, to atone for his lack of action when your parents were killed. You watch in disbelief as Brandt stalks off. Then, as he enters MacPherson's office, he arrives just in time to see his commanding officer die from slow poisoning.

Mission Briefing: Sarah Walker is giving the briefing now, and is sending you to destroy the minerals harvester with a special dentonium explosive module. It's easy to use and is an ASF. Hit the factory, set the explosive, and run.

New technology: Dentonium module

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

9 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

3 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg particle beam
  - Harvester

3 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

3 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

Mission Summary:
- PBAs–17
- Heg Assault PBAs–3
- Heg Juggernaut PBAs–9
- Clone Mark Is–5
- Vehicles–1
- Harvester–1
- Aircraft–6
- Hornet drones–3
- Bomber drones–3
- Installations–0
- Weapons–0

Recommended configuration: All weapons specialists in heavy PBAs, with a particle beam, laser, and missile launchers. Autodocs should be the ASF unless you want to equip one or two squaddies with the mine layer–order them to retreat and they'll drop mines for the incoming Hegemony squads to discover.



Use the lasers on the drones when you start moving toward the harvester, which is guarded by Hog PBAs and clones. A patrol will come from the east, so have your missile launcher ready.

Once you pick off the Hogs with your missile launcher and particle beam, the mission is quite easy. Time your jump over the installation–just as you pass over the top, press 5 to leave the module and hit the ground running. The flash tells you the installation's history.

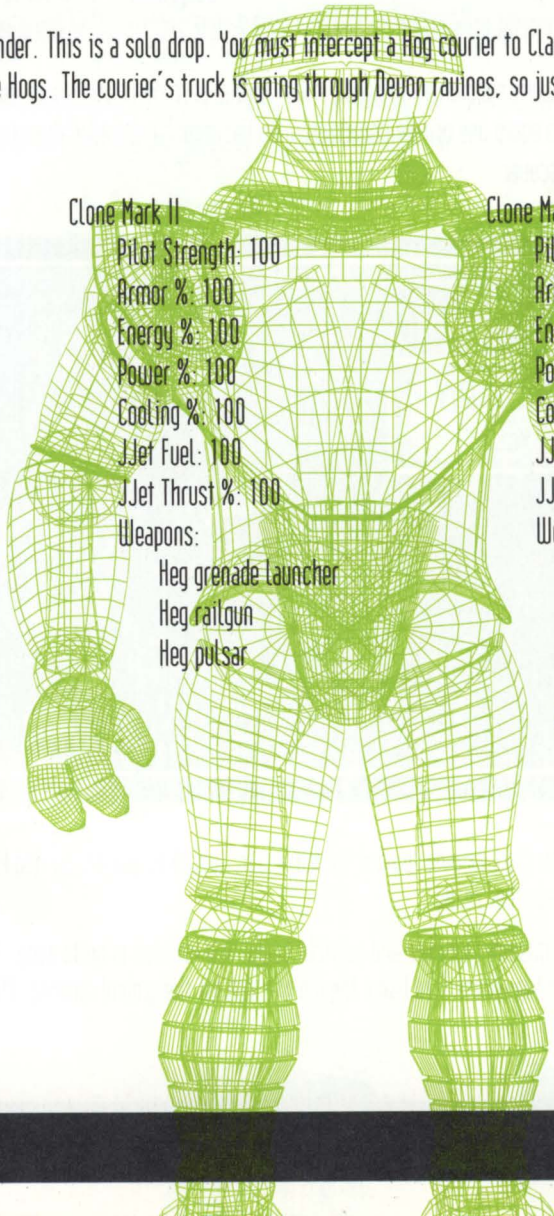
MISSION 24 (174): OPERATION MERCURY ▶

And don't forget to enjoy the beautiful Saaran clouds...

Mission Briefing: Walker is now commander. This is a solo drop. You must intercept a Hog courier to Clansman Archer to prevent Archer from negotiating his own peace with the Hogs. The courier's truck is going through Devon ravines, so just knock off the truck's guards and the truck will stop.

New technology: Personal shield

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg Tripulsar



Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg railgun
  - Heg pulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar
  - Heg grenade launcher

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg Heavy grenade

3 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

2 Heg Assault PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

Mission Summary:
- PBAs–9
- Heg Assault PBAs–2
- Heg Juggernaut PBAs–3
- Clone Mark IIs–4
- Vehicles–0
- Aircraft–0
- Installations–0
- Weapons–0

Recommended configuration: Heavy suit, missile launcher, particle beam, railgun, and personal shield.



The ravines are crawling with Hogs. As soon as they jump you, an unidentified aircraft strafes them with pinpoint precision. The mission is aborted, so head to the pickup point.

You still have to fight your way past the Hogs near the pickup point, so ready your missile launcher and fire away. Use your personal shield and back into the ravines for cover when they come at you. Fighting your way out should be easy if you use the now-clear eastern ravines to hit and run with the Hogs in the area around the pickup. You can back up and turn into the intersections while firing at pursuing PBAs and clones.

COMBAT TIP: TRY TO FIND ENEMY TROOPS BEFORE THEY SPOT YOU, AND USE LONG-RANGE WEAPONRY TO INFLICT DAMAGE BEFORE THEY CAN REACT. ENEMY TROOPS OFTEN IGNORE WEAPONS FIRE IF THEY CANNOT DETECT YOUR PBA WITH THEIR SENSORS. USE DRONES REGULARLY TO GET A QUICK SENSOR SCAN OF THE AREA. DRONES CAN DETECT ENEMY TROOPS AT A GREATER DISTANCE THAN YOUR PBA CAN, SO LAUNCH ONE AND SCOUT THE AREA. ONCE YOU'VE USED YOUR SENSORS TO SPOT THE ENEMY, TURN AROUND TO FACE THEM AND VISUALLY ZOOM IN. TROOPS THAT YOU MAY NOT SEE AT STANDARD ZOOM RATES CAN OFTEN BE SEEN AT 2X OR 3X ZOOM RATES. USE MOUNTAINS OR HILLS FOR COVER AS YOU COME INTO FIRING RANGE, AND IF YOU HAVE AN EM DAMPENER, USE IT!

MISSION 25 (20): OPERATION BLACK WIDOW ▶

Story: Everyone's caught Sonny sneaking back into the base. Even though it was Sonny in the fighter that saved you, the SFC personnel believe him to be the traitor. Sonny claims he's been getting information from the Hogs. Gags' memory probe confirms Sonny's story—he was a crack Hog fighter pilot who fled because he didn't believe in the Hog philosophy. That means there's still a traitor in your midst.

Mission Briefing: You and the squad must go in and level a Heg military communications installation. The SFC expects hidden guards. Destroy the equipment quickly before reinforcements arrive—you have ten minutes or the dropship leaves without you. There's a heavy Hog encampment to the southwest of the facility, so move quickly or you'll be left behind.

New technology: Ionic fusion rifle

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam

9 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam



2 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg missile launcher

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

6 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor

4 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor
  - Heg pulsar

2 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg grenade launcher
  - Heg pulsar

3 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg grenade launcher
  - Heg pulsar

3 mech bipeds
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg Tripulsar

4 bulldozers
4 Hegemony trucks

2 heavy tanks
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy missile
  - Heg heavy particle beam

3 earth movers

Hornet drone
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

5 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

3 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

Hegemony encampment
2 fuel pods

Mission Summary:
- PBAs–32
- Heg Juggernaut PBAs–13
- Clone Mark Is–1
- Clone Mark IIs–15
- Mech bipeds–3
- Vehicles–12
- Hegemony trucks–4
- Heavy tanks–2
- Bulldozers–3
- Earth movers–3
- Aircraft–9
- Hornet drones–1
- Hunter drones–3
- Bomber drones–5
- Installations–3
- Weapons–0

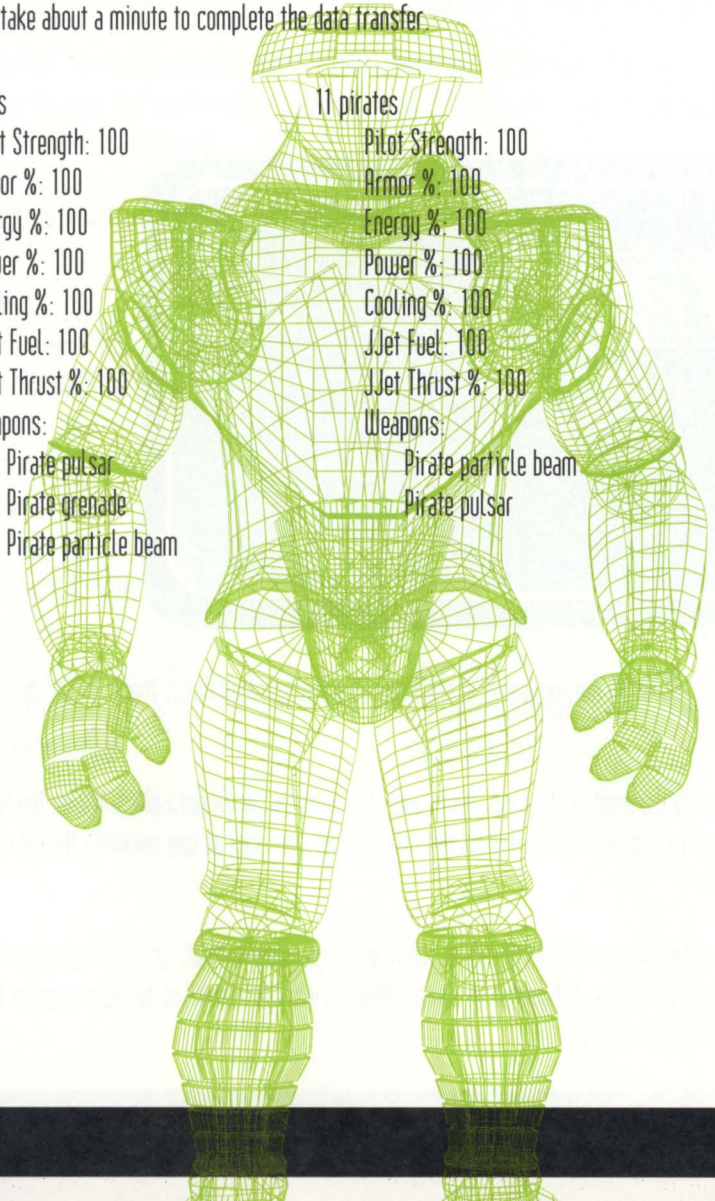
Recommended configuration: Take weapons experts, each with a particle beam, ionic fusion rifle, missile launchers, and personal shield. Mylonas isn't a bad choice for this mission if you don't have any weapons specialists available.



This mission is easy to complete, but it isn't as simple to get all the guards. There are some bulldozers outside the walls, so destroy them too. The other PBAs are to the N/NW, moving west. Once you finish them, the mission is complete, but more clones (Mark IIs) and Heg PBAs dog you. Your missiles and particle beam should be more than enough to keep them at bay.

MISSION 26 (39): OPERATION COLD WAR ▶

Mission Briefing: Put on a pirate PBA, infiltrate the pirate base solo, and tap into their communications systems with a descrambler. It should take about a minute to complete the data transfer.



2 Captains
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate pulsar
  - Pirate grenade
  - Pirate particle beam

11 pirates
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate particle beam
  - Pirate pulsar

Pirate
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Pirate heavy pulsar
  - Pirate pulsar



Pirate barracks
Pirate tower
Pirate depot
3 observatory buildings
Pirate lookout stations
2 turrets

Mission Summary:
PBAs–14
Pirates–12
Captains–2
Vehicles–0
Aircraft–0
Installations–8
Weapons–0

Recommended configuration: Preset.



You're dropped to the south of a major river. Circle around to the south side of the base. It's pretty mountainous there, so the going will be slow.

Once in the base, move to the pirate relay stations to the west of the base. Begin your data transfer, and keep a sharp eye on the two enemy PBAs walking around the base. They still think you're friendly, so don't start the firefight just yet. Just as you complete the data transfer, an alarm klaxon sounds. Get out of the base ASAP!

Head for your dropship landing point, to the east of the base on the north side of the river. If you stop to fight, you'll be up against two PBAs and a turret. Normally, that might not be such a problem, but you're in a pirate PBA, so you can't stand up to these guys for long. Your best option is to just run as fast as you can to the dropship.

MISSION 27 (21): OPERATION AEGIS ▶

Story: SFC has discovered the traitor—it's Ashford. His delusions of purity led him to the Hegemony. But rather than submit to capture, Ashford throws himself off the SFC base. His reminder about the Hegemony pulse cannon leaves the SFC even more shaken.

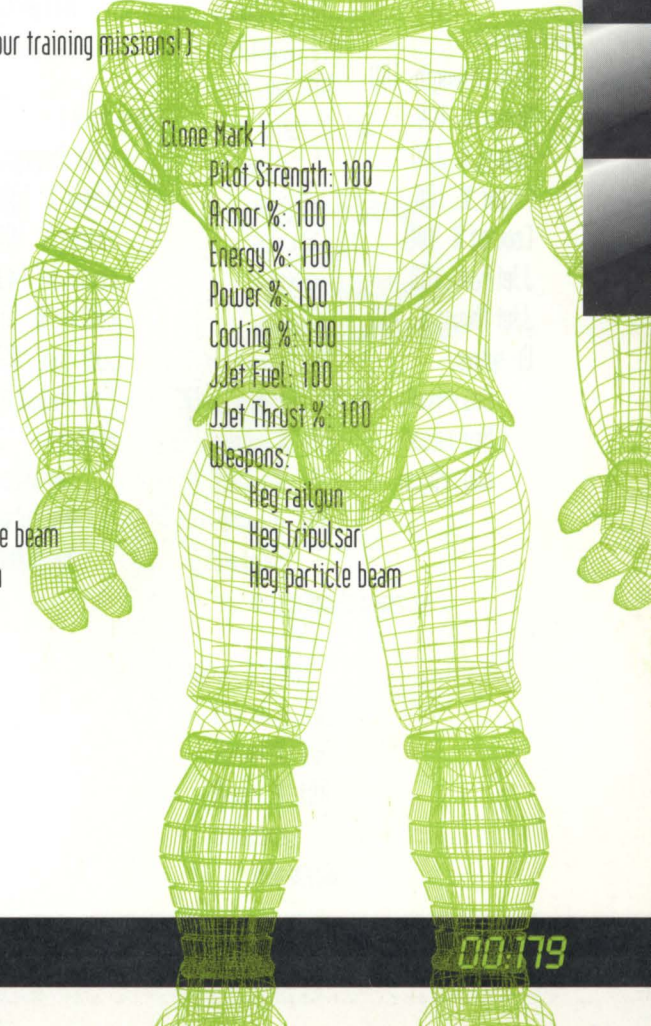
Mission Briefing: The Hogs have established a satellite blockade over Thatcher. They've finished a pulse cannon on Karros, before they use it on the SFC base. But you have to reprogram the control center before you can use the pulse cannon to destroy the Heg satellite. Make sure the cannon is destroyed.

New technology: Autoturrets (took them long enough—you used them in your training missions!)

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg Tripulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg Tripulsar
  - Heg particle beam





Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg pulsar
  - Heg railgun

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg Tripulsar
  - Heg pulsar
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg pulsar
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg pulsar
  - Heg particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg heavy particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg heavy particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg pulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg pulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg heavy particle beam
  - Heg heavy particle beam

3 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

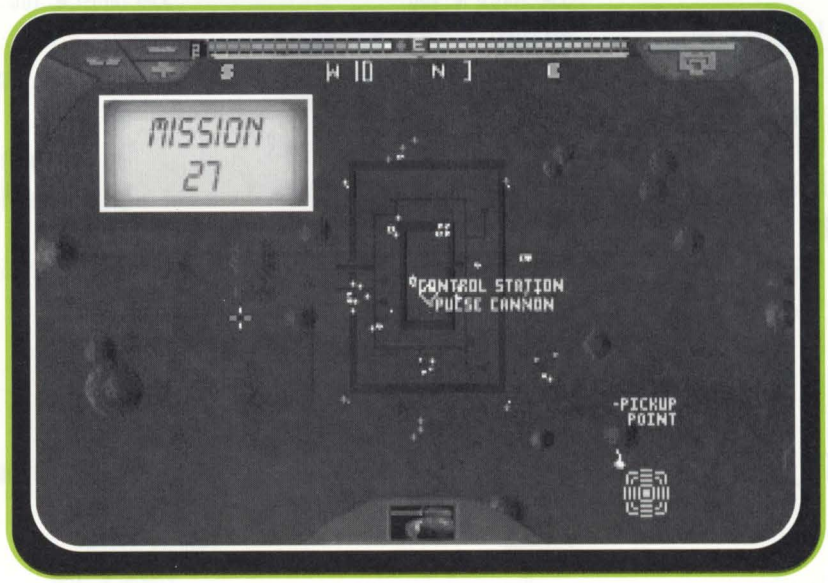
6 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar



Hegemony tower
3 Hegemony encampments
6 Hegemony storage facilities
6 Hegemony supply posts
4 Hegemony command towers
Hegemony control station
5 Hegemony munitions towers
2 Hegemony command towers
Hegemony pulse cannon

Mission Summary:
PBAs–17
Heg Juggernaut PBAs–4
Clone Mark Is–6
Clone Mark IIs–7
Vehicles–0
Aircraft–9
Hornet drones–6
Bomber drones–3
Installations–30
Weapons–0

Recommended configuration: You, Brandt, Gags, and Gomez. Heavy suits. Weapons specialists: missile launcher, laser (for the drones), particle beam, and personal shield. Everyone else: particle beam, laser, ionic fusion rifle, grenade launcher, autoturrets (for retreats).



You're dropped near the southeast corner of the base. Head northwest with your goggles at maximum zoom. Near the southeast corner, there's a munitions tower and a Heg Juggernaut PBA. The tower is no threat, but the two Hog PBAs are. Lock onto the PBA and close in to about 180 meters or so. Launch two missiles—and that should be the end of that.

Move west along the south wall, heading for the entrance on the west side of the base. A Heg Juggernaut PBA jumps over the wall and attacks you. He should be easy to take out. Continue along the wall and a half-dozen or so drones pop up over your heads. These are relatively simple to destroy, but they're packing some serious firepower, so kill them quickly.

On the west side of the base is another hotspot—knock the turrets down and retreat when the PBAs jump over the wall and attack. Use your missiles to clear the air and leave autoturrets to soften up the opponents. You can also have Gags rewire the turrets.

Make sure you protect your demolitions expert!

Jump over the inner wall of the base, and tell your electronics expert to fire the cannon. Once it fires and the satellite blows up, send your explosives guys to destroy the cannon and the control station.

Make sure you kill the Hogs, group by group, before you go in.

Along the west wall, two turrets are stationed near the entrance to the base. Deploy several autoturrets near this area, because you're about to be swarmed by six to eight enemy MK II clones and heavy PBAs. Once they've been dispatched, go into the base and head for the north side. Three pairs of clones and heavy PBAs engage you, but they come at you in waves, and you should be able to kill them without taking too much damage. Several Bomber drones attack from the north side of the base, but they should be easy to kill as well.

Go to the pickup point, detonate the charges, and call the dropship.

MISSION 28 (35): OPERATION BUZZARD▶

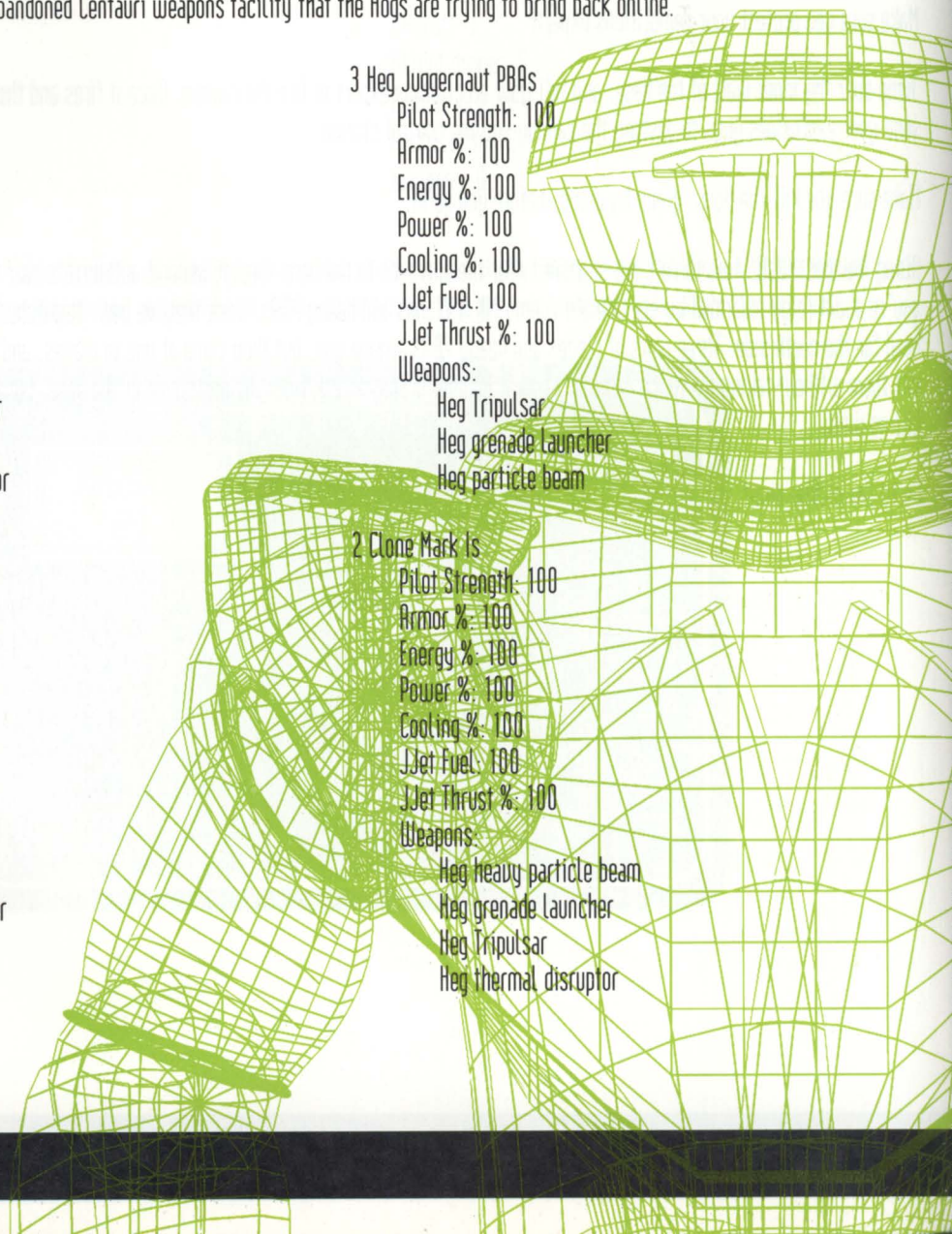
Mission Briefing: Destroy an abandoned Centauri weapons facility that the Hogs are trying to bring back online.

4 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

3 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor



Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg railgun
  - Heg Tripulsar
  - Heg thermal disruptor

4 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor
  - Heg pulsar

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg particle beam

Medium tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Tripulsar
  - Heg railgun

Medium tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar

2 Swooper drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam

4 Bomber drone
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

5 research buildings

Mission Summary:
- PBAs–18
- Heg Assault PBAs–1
- Heg Juggernaut PBAs–8
- Clone Mark Is–4
- Clone Mark IIs–5
- Vehicles–3
- Light tanks–1
- Medium tanks–2
- Aircraft–6
- Bomber drones–4
- Swooper drones–2
- Installations–5
- Weapons–0

Recommended configuration: Take weapons experts, each in a heavy suit with missile launcher, ionic fusion rifle, particle beam, and autoturrets. Also bring a demolitions expert in a heavy suit with grenade, laser, particle beam, and ionic fusion rifle.



You land to the northeast of the base. As your commander indicated, your maps are virtually worthless because the base has shifted completely away from where they indicate. Head west around the mountain directly to the south of your position, and you should soon see the base. It's crawling with troops. Several PBAs are waiting for you to the north, south, and east of the base, along with numerous bomber drones. There are also a couple of tanks on the compound. Be careful of them, because they're pretty powerful.

Approach the western wall, drop autoturrets, and use the missile launcher to knock out the tanks. Destroy the buildings—you can do that from a distance—and head for pickup.

MISSION 29 (22): OPERATION SPARKPLUG ▶

Mission Briefing: Your squad needs to escort trucks from Ziegler Steading to a spaceport for offworld transport. Meet the convoy and make sure you don't lose anyone.

New technology: SIR Mark III

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg pulsar
  - Heg particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg pulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg grenade launcher



Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy missile
  - Heg particle beam
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg particle beam
  - Heg Tripulsar

2 mech bipeds
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg Tripulsar

5 Centauri trucks

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam
  - Heg railgun

4 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

4 Swooper drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg particle beam

3 Centauri transport
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

Mission Summary:
- PBAs–10
- Heg Juggernaut PBAs–4
- Clone Mark Is–2
- Clone Mark IIs–2
- Mech bipeds–2
- Vehicles–6
- Centauri trucks–5
- Light tanks–1
- Aircraft–11
- Hunter drones–4
- Swooper drones–4
- Centauri transports–3
- Installations–0
- Weapons–0

Recommended configuration: Take as many weapons experts as possible. Outfit them in heavy suits. Give one weapons expert a SIR Mark IV and missile launchers. The others should have *no* explosive weapons, because they are there to guard the ships. Autoturrets for all.





The convoy is moving pretty fast up the road, and they will be ambushed at two points. The first ambush will occur at the northern intersection. A tank and six PBAs will attempt to destroy at least one of the trucks as they pass by. The other occurs near the spaceport, and consists of drones, a half-dozen PBAs, and two mech bipeds. Send your three team members to the spaceport. They'll tie up the enemy forces when they appear there. Meanwhile, head north along the road. As you get close to the northern intersection, drop six to eight of your autoturrets near the road. Switch weapons to your SIR Mark IV and charge the enemy. Don't stick around too long. Once the last truck passes, retreat up the road along with it. Your autoturrets will soften up or even destroy your pursuers. Once you're sure that the enemy has been eliminated, head for the spaceport at max speed—your three friends need some help. Keep an eye on the convoy, and watch for any PBAs that you may have missed back at the first ambush. You need to wait after all the trucks get there, so send your guys south to finish off a few drones there.

You can't lose any spacecraft or more than two of the trucks. Send them south of the spaceport as soon as you're dropping, and protect the trucks yourself. Watch the mech biped and drones—if you're not careful, the drones will take out spacecraft. Rush back to the spaceport to help after you clear out the T-intersection patrol coming from the east. When drones appear, don't stop to fight. Just drop a few autoturrets, hit the T intersection, make a right, drop more autoturrets, and fire three missiles at the oncoming tank and PBAs. Use grenades/missile launchers on the foot patrol there.

Leave two at the eastern end of the spaceport, and one weapons expert south of the spaceport (with SIR Mark IV and missile launcher). When they arrive, tell them to use their ASFs to mine the area with autoturrets. Give them the order to remain at their location, and they'll take care of the drones. When the red blips appear on their map, send the two weapons experts to take them on.

MISSION 30 (23): OPERATION CADMIUM ▶

Mission Briefing: You need to destroy a bridge to prevent mech bipeds from reaching a blockaded convoy.

2 Heg Stinger PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg particle beam
  - Heg pulsar

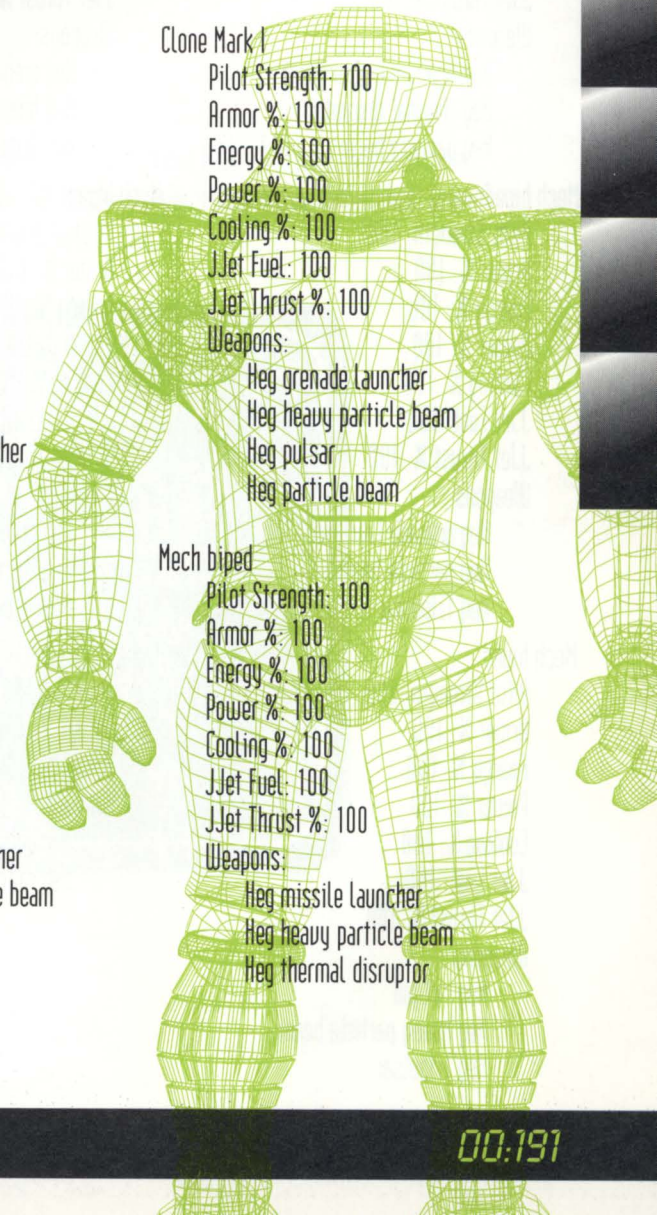
Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg thermal disruptor

Heg Assault PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg pulsar
  - Heg grenade launcher

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg pulsar
  - Heg particle beam

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg heavy particle beam
  - Heg thermal disruptor





Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg particle beam

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg particle beam
  - Heg Tripulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam
  - Heg Tripulsar

3 mech bipeds
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg Tripulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg thermal disruptor
  - Heg Tripulsar

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar
  - Heg railgun

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

2 heavy tanks
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Heavy missile
  - Heg missile launcher

6 Centauri trucks

2 Hornet drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar

2 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

2 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

2 research buildings

Bridge

Mission Summary:

- PBAs–14
- Heg Stinger PBAs–2
- Heg Assault PBAs–2
- Clone Mark Is–2
- Mech bipeds–8
- Vehicles–10
- Centauri trucks–6
- Light tanks–2
- Heavy tanks–2
- Aircraft–6
- Hornet drones–2
- Hunter drones–2
- Bomber drones–2
- Installations–3
- Weapons–0

Recommended configuration: You, two weapons experts, and Brandt. One weapons expert should have a SIR Mark IV and missile launcher, the other a missile launcher, particle beam, and ionic fusion rifle. All weapons experts should have autoturrets. Brandt should also be in a heavy suit with a missile launcher, particle beam, and ionic fusion rifle.





Send the demolitions guy immediately, before you even set down. Rush to the landslide where the trucks are, and before you land, send the demo guy to blow the bridge. (If he has problems surviving the trip, assign a weapons expert to follow him.) You and two others should bound to the landslide. Kill the enemies before they reach the trucks at the landslide. Grenades and missile launchers! Particle beam or ion fusion rifle. Then take care of the trucks by staying ahead of them for the additional Heg patrols.

COMBAT TIP: THE PROPER USE OF ASFS IS CRITICAL TO YOUR SUCCESS. AUTOTURRETS ARE VERY USEFUL DURING DEFENSIVE MISSIONS WHEN YOU'RE FORCED TO ENGAGE SUPERIOR NUMBERS. DROP SEVERAL TURRETS NEAR SUSPECTED LINES OF ATTACK TO SOFTEN UP ENEMY PBAS BEFORE THEY REACH YOUR TROOPS. THIS MAKES IT MUCH EASIER TO DESTROY THEM BEFORE THEY CAN CAUSE SERIOUS HARM. MINE LAYERS ARE ALSO USEFUL FOR THIS. HOWEVER, THE MINES CAN CAUSE DAMAGE TO FRIENDLY TROOPS AS WELL. AUTODOCS, UNIVERSAL BACKUPS, AND PERSONAL SHIELDS ARE ALL EXCELLENT COMPONENTS TO USE ON EXTENDED MISSIONS. JUST BE SURE TO ACTIVATE THEM WHEN YOU NEED THEM. AT TOUGHER LEVELS, PERSONAL SHIELDS ARE YOUR BEST CHOICE.

MISSION 31 (19): OPERATION BLOODLINE ▶

Story: Sarah reveals that her mother knew about Maggie's family's abduction. She promises to go after the pirates now that she's the captain. Sarah's whining about her mommy's order impresses Maggie not at all.

Mission Briefing: Go liberate Maggie's family. They're being kept in a farmhouse. Destroy all Heg and pirate forces.

2 Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam
  - Heg grenade launcher

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg thermal disruptor
  - Heg grenade launcher





Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor
  - Heg particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg grenade launcher
  - Heg particle beam
  - Heg pulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg pulsar
  - Heg particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg pulsar

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg pulsar
  - Heg particle beam

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Heavy missile
  - Heg missile launcher

Farmhouse
2 granaries
2 Hegemony supply posts
Shed

Mission Summary:
- PBAs–15
- Heg Juggernaut PBAs–2
- Clone Mark Is–7
- Clone Mark IIs–6
- Vehicles–1
- Heavy tanks–1
- Aircraft–0
- Installations–8
- Weapons–0

Recommended configuration: Take as many weapons experts as possible, and give them all heavy PBAs with autoturrets, particle beam, ionic fusion rifle, and missile launcher.



Charge at the farmhouse and lay most of your autoturrets around the building. You're attacked by three groups of enemy PBAs, most of them demolitions experts, coming from the north and northeast. Kill them quickly or the farmhouse may be destroyed. If you move quickly, this mission is easy.

MISSION 32 (24): OPERATION FUSEBOX ▶

Mission Briefing: Get to the communications control center to broadcast a sensor-jamming signal. You want to get an electronics expert to the control, and then send a demo team into the communications tower itself. Destroy the control center afterwards, if you can.

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg pulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg pulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg railgun
  - Heg thermal disruptor
  - Heg grenade launcher



Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg grenade launcher
  - Heg railgun
  - Heg thermal disruptor

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg heavy particle beam
  - Heg pulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg pulsar
  - Heg railgun

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg railgun

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg missile launcher

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar
  - Heg pulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg pulsar
  - Heg grenade launcher
  - Heg heavy particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg grenade launcher
  - Heg railgun

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

2 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor

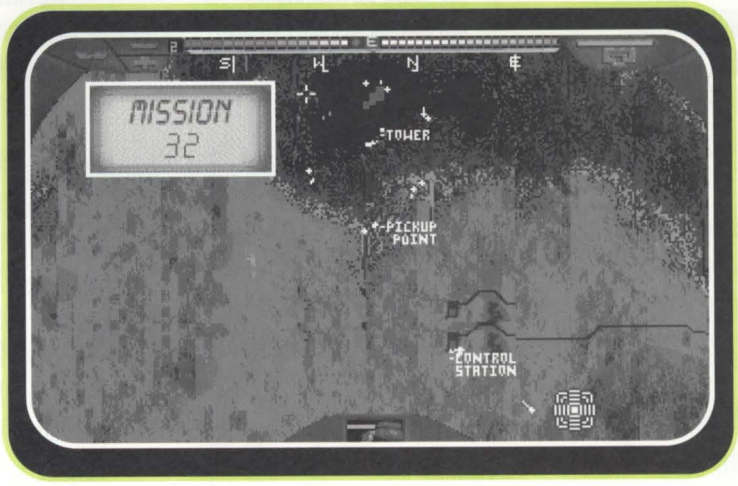
3 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

2 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

Hegemony communications tower
Hegemony encampment
Hegemony landing pad
Hegemony control station

Mission Summary:
- PBAs–21
- Heg Juggernaut PBAs–2
- Clone Mark Is–8
- Clone Mark IIs–6
- Clone Mark IIIs–2
- Mech biped–3
- Vehicles–0
- Aircraft–0
- Installations–4
- Weapons–0

Recommended configuration: Bring a SIR Mark IV, particle beam, and grenade launcher for yourself. Gassard gets 2 grenade launchers, railgun, and particle beam. Brandt gets ionic fusion rifle, particle beam, grenade launcher, and railgun. Walker gets missile launcher, grenade launcher, and particle beam. Dress everyone up in heavy suits with personal shields, and bring an EM dampener for yourself.



Take out the control station—you see it as you drop. Dispatch the guard there. Get Gags to frob the station, then blow it up.

The communications tower is a tough target. It's heavily protected by three squads in PBA battle armor. Two of those squads contain mech bipeds and PBAs, while the last is composed of MK II clones. Your drop-off point is to the south of the control station. Head west along the ridgeline until your troops are due south of the station. Turn on your EM dampener, and order your troops to remain in place. Pop up over the ridgeline and zoom in on the station. There are three PBA units defending the station, and they should be pretty close together. Two missiles should kill or severely damage most of those units. At that point, it should be simple to dispatch the others.

Send your electronics expert in to reprogram the communications tower, and head north. Your best bet is to leapfrog your way up the mountain. Tell your troops to remain here (F4, then F1, then F3), turn on your EM dampener, and scout ahead 100 meters or so. Use the zoom feature to scout the terrain.

You should spot the first squad of enemy troops about three-fourths of the way up the mountain. A mech biped is with them. Tell your troops to follow you, and lock onto the mech. If you've remained undetected, you should be able to kill the mech before it can react and come after you. Once the mech is gone, the remaining PBAs should be easy to kill. Head for the mountain and launch a drone when you arrive. The other two groups of PBAs should be visible at that point, and you'll need to destroy them. Demolish the tower, and you should be done.

MISSION 33 (27): OPERATION CALAIS ▶

Story: The SFC has received an emergency communication from Sarah's mother–Carpaccio Station has been taken by the Hogs. She apologizes for her treaty with the pirates before the signal goes dead...

Mission Briefing: Time to retake MacDonell Station. Sarah advises that you take out the corner turrets before proceeding–the base is crawling with Hogs.

New technology: Magnetic-ballistic cannon

HINT: KEEP THE MB CANNON FOR YOURSELF BECAUSE OF THE DANGER OF FRIENDLY FIRE!

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy missile
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg thermal disruptor

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg heavy grenade
  - Heg heavy particle beam
  - Heg railgun



Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg pulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg particle beam

3 Clone Mark IIIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg missile launcher
  - Heg railgun

4 gun towers
3 Hegemony landing pads
Hegemony encampment
Hegemony storage facility

Mission Summary:

- PBAs–11
- Clone Mark Is–3
- Clone Mark IIs–2
- Clone Mark IIIs–5
- Mech bipeds–1
- Vehicles–0
- Aircraft–0
- Installations–9
- Weapons–0

Recommended configuration: Take three demolitions guys, if you can. Take a heavy suit, the MB cannon, particle beam, and ionic fusion rifle for yourself. Your squad gets personal shields and heavy suits, with missile launcher/particle beam/ionic fusion rifles. If you only have two demo experts, take along another weapons expert.



As soon as you start dropping, send one demo expert out to each of the three towers (southeast, southwest, and northwest). If you have two, send them to the southeast and southwest towers at once, and send your weapons guy to the southeast tower to assist and defend. Take the northwest tower next, and provide some cover because it's well guarded.

This base is heavily defended. You should approach the south wall and lay down autoturrets. The enemy is no match for the MB cannon. Three Heg clones approach from the eastern side of the base as you come within range of the base. They are heavily armed, so try to kill them quickly.

Throughout the mission, groups of three or four PBAs appear at various parts of the base. Once the mission is complete, send your troops to the pickup point, and cover their withdrawal.

MISSION 34 (25): OPERATION PIGPEN ▶

Mission Briefing: You need to flash the Heg cloning facility on Saara. You can take demolitions experts, or you can try using an electronics expert to fry the cloning machines by setting up a feedback loop.

New technology: Explod-o-drone

COMBAT TIP: YOU MIGHT WANT TO GO FIND THE ONLY EASTER EGG REPORTED IN THE GAME—A GROUP OF EASTER ISLAND HEADS.

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg railgun

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg railgun
  - Heg thermal disruptor

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg missile launcher

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg missile launcher

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy missile
  - Heg grenade launcher
  - Heg railgun
  - Heg heavy particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar
  - Heg pulsar
  - Heg heavy particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg railgun

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg railgun
  - Heg Tripulsar

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg grenade launcher

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg thermal disruptor

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg railgun

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg thermal disruptor



Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg pulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg Tripulsar

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg pulsar
  - Heg railgun
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg railgun

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg grenade launcher

Heg Juggernaut PBA
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg railgun

2 Heg Juggernaut PBAs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Heavy missile
  - Heg Heavy missile

4 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

4 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

3 cloning domes
Hegemony control station
Hegemony observation post

Mission Summary:
- PBAs–21
- Heg Juggernaut PBAs–3
- Clone Mark Is–2
- Clone Mark IIs–9
- Clone Mark IIIs–3
- Mech bipeds–4
- Vehicles–1
- Heavy tanks–1
- Aircraft–8
- Hunter drones–4
- Bomber drones–4
- Installations–5
- Weapons–0

Recommended configuration: Take Gags and some weapons specialists, in case the control station is destroyed. Heavy suits. MB cannons for two weapons experts, including you, and a missile launcher for the third weapons squaddie. Gags should be heavily armed—give him the SIR Mark IV, ionic fusion rifle, and the particle beam, as well as autoturrets.



Make your way off the road to the control station, and fend off the drones en route. The control station is guarded by two mech bipeds, a heavy tank, and clones. Use the MB cannon shell to destroy the large vehicles (one each should do the trick), and then pick off the clones with your particle beam.

Be careful not to destroy the control center. If you do, you'll need to take out the domes yourself. As soon as you destroy the control center, clones pour out of the facility, so hightail it to the pickup point to the northwest!

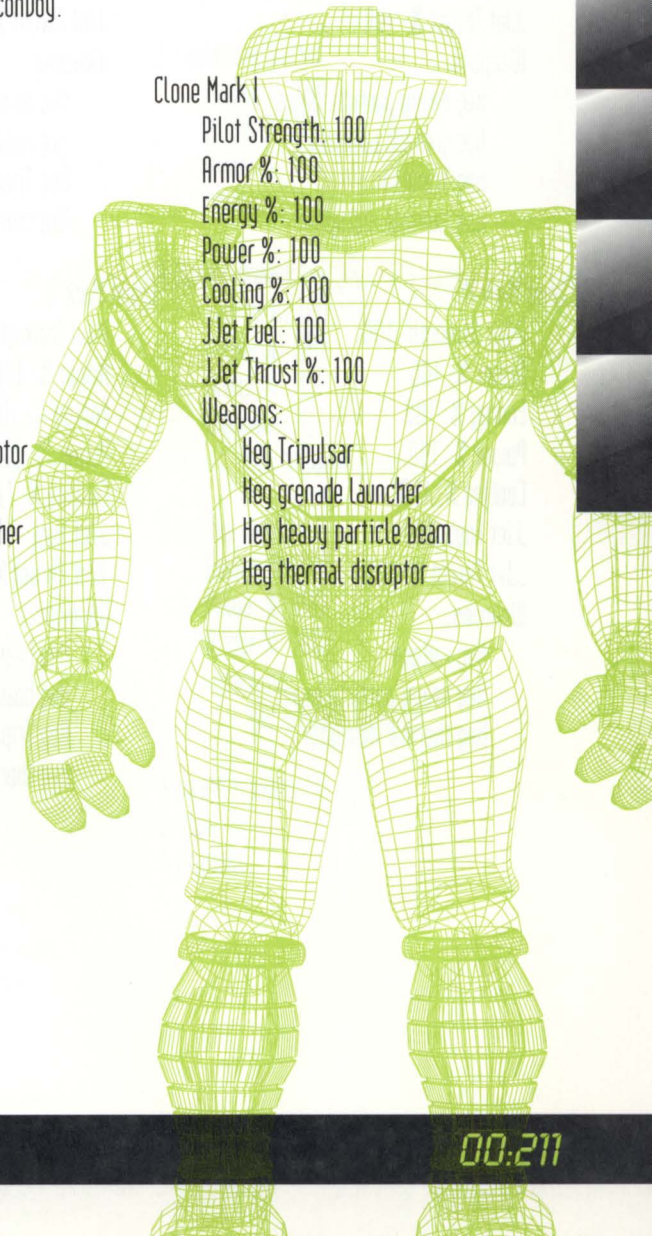
MISSION 35 (26): OPERATION HYPERBOLE ▶

Mission Briefing: The Hogs are trying to transport what's left of their cloning tech offworld. Your job is to intercept the trucks before the convoy reaches the bridge, where forces wait to rendezvous with the convoy.

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg thermal disruptor
  - Heg Tripulsar
  - Heg particle beam

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg railgun
  - Heg grenade launcher
  - Heg Tripulsar

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Tripulsar
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg thermal disruptor





Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg railgun
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy missile
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg thermal disruptor

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg grenade launcher

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg railgun

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg thermal disruptor
  - Heg railgun

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg thermal disruptor
  - Heg grenade launcher

3 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor
  - Heg pulsar

4 Clone Mark IIIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

4 Clone Mark IIIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg missile launcher
  - Heg missile launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

2 Clone Mark IIIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

6 Hegemony trucks
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons: None

4 Hunter drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg railgun

3 Bomber drones
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg grenade launcher

4 pirate transports
Bridge
4 obelisks

Mission Summary:

- PBAs–25
- Clone Mark Is–4
- Clone Mark IIs–6
- Clone Mark IIIs–11
- Mech bipeds–4
- Vehicles–6
- Hegemony trucks–6
- Aircraft–11
- Hunter drones–4
- Bomber drones–3
- Pirate transports–4
- Installations–5
- Weapons–0

Recommended configuration: The default configuration is fine, as long as you have a missile launcher or an MB cannon for the force around the bridge.



This is a welcome change from these last few missions. Your dropship deposits you to the east of the ravine. Head to the interception point, and arm your missile launcher or MB cannon. Zoom in on the road, and look toward the north. Once the trucks are in range, fire two missiles at each, which should take them out. After all the trucks are dispatched, jump into the ravine and head north. Engage the escorting PBA from long range, and make your way south. You're ambushed near your pickup point by three PBAs, so be on the lookout. Call for evacuation, and the mission is over.

MISSION 36 (30): OPERATION ICEPICK ▶

Mission Briefing: You need to take Brandt and Rossi to recover Sonny's old Heg scout ship. You need it for the access codes that will allow a dropship near Carpaccio Station. Avoid combat if at all possible.

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun

2 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg Tripulsar
  - Heg railgun



Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg grenade launcher
  - Heg thermal disruptor
  - Heg heavy particle beam

2 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg railgun
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg railgun
  - Heg heavy particle beam
  - Heg grenade launcher

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg railgun
  - Heg missile launcher
  - Heg heavy particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg thermal disruptor
  - Heg thermal disruptor

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg thermal disruptor
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy missile
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy missile
  - Heg Tripulsar
  - Heg heavy particle beam

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy missile
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Pirate heavy pulsar

Light tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Pirate heavy pulsar
  - Heg pulsar

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Tripulsar
  - Pirate heavy pulsar

Medium tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar
  - Heg railgun

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg particle beam



Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg EM emitter
  - Pirate heavy pulsar

Light tank X
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg Tripulsar
  - Heg particle beam

Medium tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg pulsar
  - Heg railgun

Sonny's scout craft
4 Hegemony storage facilities
3 Hegemony domes
Hegemony encampment
2 Hegemony command towers
Hegemony landing pad

Mission Summary:
- PBAs–17
- Clone Mark IIs–6
- Clone Mark IIIs–9
- Mech bipeds–2
- Vehicles–8
- Light tanks–2
- Medium tanks–2
- Heavy tanks–4
- Aircraft–1
- Scout craft–1
- Installations–11
- Weapons–0

Recommended configuration: The most important thing here is to keep the explosive weapons away from Brandt and Rossi.



Watch out for the game's AI—make sure you give Brandt and Rossi Hold Fire orders so they don't charge after the enemy and get themselves killed. Also, don't give them explosive weapons because they tend to shoot them too close to hills. Keep your weapons specialist away from the other two.

Circle to the south and move up through the crevasse—the ship is just to the north, which will prevent detection until the ship takes off. Or you might prefer to hit the forces in the west area of the search region and clear it out. That way your dropship can arrive and find more than your damp bloodstains in the snow. This is a tough mission, mainly due to the poor visibility. Conserve your jump fuel, because your heavy armor uses it up quickly and there are a lot of mountains to cross.

You'll encounter many groups of PBAs, tanks, and mechs, so keep a sharp eye out.

Once you find the scout ship, send your electronics expert in to repair it and fly it out. Be especially careful not to let your troops get killed. Each and every one of them is essential to completion of this mission.

MISSION 37 (31): OPERATION ABSOLUTE ZERO ▶

Story: This is it.

Mission Briefing: Carpaccio Station is the site where the Hogs are refitting their transports as warships. You need to destroy the entire station by flashing the fuel dome, and Brandt is the man for the job.

New Tech: MB accelerator cannon

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg missile launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg railgun
  - Heg grenade launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg thermal disruptor
  - Heg missile launcher
  - Heg railgun

Mech biped
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg grenade launcher
  - Heg heavy particle beam
  - Heg Tripulsar

Clone Mark III
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy grenade
  - Heg heavy particle beam
  - Heg missile launcher
  - Heg railgun

Clone Mark I
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

4 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg Tripulsar
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg railgun
  - Heg grenade launcher
  - Heg thermal disruptor

Clone Mark II
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg Heavy grenade
  - Heg railgun
  - Heg heavy particle beam
  - Heg Tripulsar

2 Clone Mark IIs
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg missile launcher
  - Heg railgun
  - Heg thermal disruptor
  - Heg pulsar



2 Clone Mark Is
- Pilot Strength: 100
- Armor %: 100
- Energy %: 100
- Power %: 100
- Cooling %: 100
- JJet Fuel: 100
- JJet Thrust %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg grenade launcher
  - Heg Tripulsar
  - Heg thermal disruptor

Heavy tank
- Energy %: 100
- Power %: 100
- Armor %: 100
- Weapons:
  - Heg heavy particle beam
  - Heg particle beam

Hegemony shuttle
Hegemony cruiser
High-pressure fuel dome
Hegemony command tower
Hegemony supply post
2 Hegemony landing pads
6 Heavy turrets
6 Turrets
Hegemony tower

Mission Summary:
- PBAs–18
- Clone Mark Is–3
- Clone Mark IIs–9
- Clone Mark IIIs–5
- Mech bipeds–1
- Vehicles–1
- Heavy tanks–1
- Aircraft–2
- Hegemony cruisers–1
- Hegemony shuttles–1
- Installations–18
- Weapons–0

Recommended configuration: There are several ways to win this mission. Ideally, you want to take along Brandt and two weapons specialists, and outfit everyone (including yourself) with two MB accelerators and personal shields. Or if you want to be a little more creative, you could take Brandt, Gags, and a weapons specialist. Try keeping a close-quarters weapon, like a SIR Mark IV, for yourself.



Congratulations! This is the toughest mission SFC has ever faced.

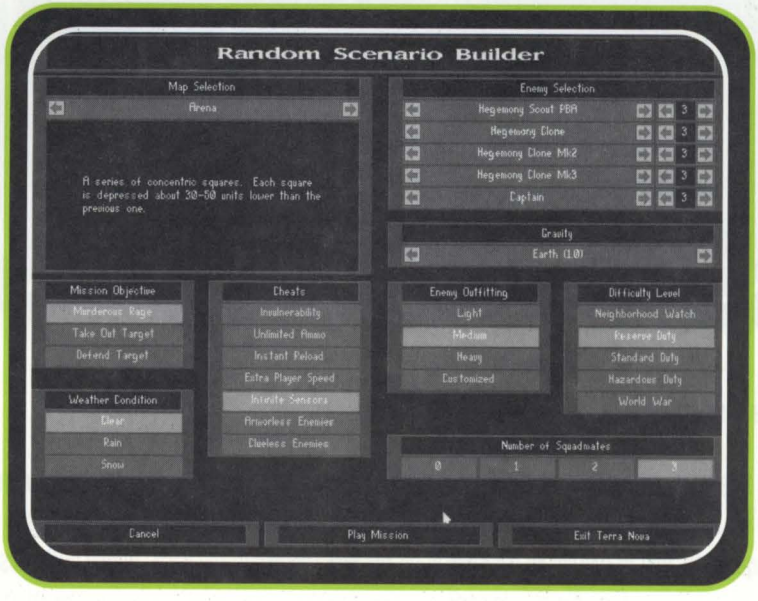
There are two ways to win this mission: brute force and tactics. If you choose to use brute force, you will have to destroy the turrets on the corner with the MB accelerator. The tactical approach means you'll need to order Gags to hold fire and move to the turret. When it's in his sensor range, order him to reprogram each turret on the four corners of the base, which will cause some havoc inside.

Brandt has the special dentonium module. If you don't reprogram the turrets, order Brandt to hang back and you can blaze in with two weapons specialists and take on the turrets, mech biped, and clones as fast as possible. When you pass the gate, order Brandt to come in and set the charge while the three of you occupy the forces. Remember, if you're carrying two MB accelerators, fire and then switch to the next weapon to fire again without the long reload. When Brandt gives the signal, order everyone to retreat and head to the pickup point. This is the preferred method at higher difficulty levels.

If you don't bring the weapons specialists, you'll want to take a more tactical approach—rewire the turrets on the perimeter (or at least the northeast and northwest turrets), and they'll start firing on everything in the base. The corner turrets have long range. Remember, though, that there is a clone factory steadily producing units, so you'll need to make haste.

Chapter 8: Random Scenario Builder

Although the Terra Nova campaign against the Hegemony is great fun, sometimes you just want to get in and start shooting. The Random Scenario Builder on the main game screen is just the ticket.



You can select the map of the battle area from 15 different maps not in the game. Click on the title bar under Map Selection to see an entire list of battlefield maps, or click on the arrow buttons on either end of the title bar to page through the various maps.

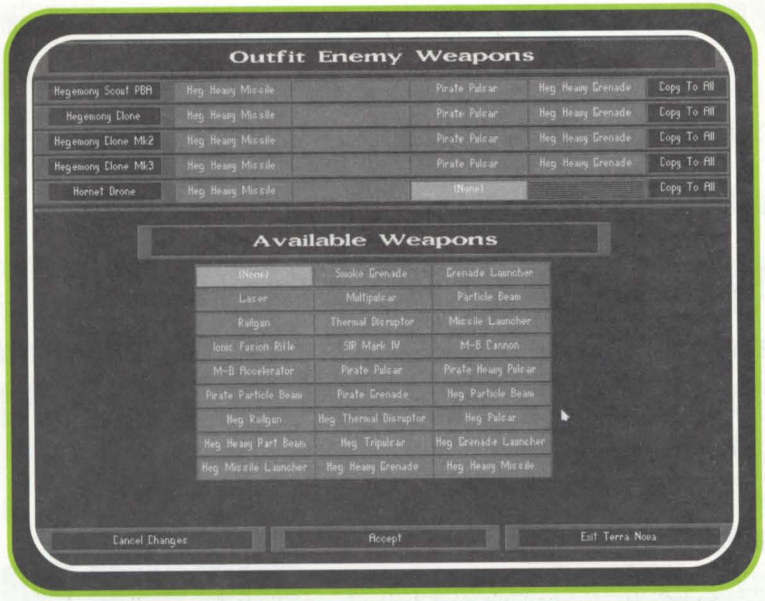
There are three scenarios under Mission Objectives:

- *Murderous Rage*. Kill everyone. Enemies are placed in groups, randomly located around the map.
- *Defend Target*. You and your squad are dropped on the target, a floating red cross, which you have to defend. Enemies are on different patrol points and are attempting to destroy the object. Two enemy groups ignore you and go after the target.
- *Take Out Target*. The shoe's on the other foot, because now *you* have to take out the target.

You can set the gravity setting anywhere from .22 Earth gravities to 3.89, along with weather conditions (clear, rain, or snow). With a .22 gravity, your missiles fly forever; with a 3.89 gravity, the missiles plummet right in front of you.

You can customize the enemies you face, too, choosing from a complete roster of armed Hegemony and pirate forces. You can choose their firepower levels or customize your foes with Heg and SFC weapons.

Customizing the enemy is easy. Click on the enemy's weapon slot and then click on the chart of available weapons.



You can select the number of squadmates and outfit them from a complete weapons and ASF list. Like the main game, you can also select the difficulty level.

The real fun of the game comes with some of the cheats available in the RSB. Here are some of the more enjoyable cheats:

- *Instant Reload.* No reload time, so you can take an MB accelerator cannon and fire continuously, raining shells on the enemy. The instant reload option also works with energy weapons.
- *Unlimited Ammo.* You'll want this option if you engage the Instant Reload cheat. The result is a bottomless pit of carnage.
- *Extra Player Speed.* You'll be able to zoom around with amazing speed.



Other cheats are:

- *Invulnerability.* Of course, it isn't much fun to sit there and take unlimited amounts of punishment without flinching... is it?
- *Infinite Sensors.* Displays all enemies on the map as red blips.
- *Clueless.* Turns off your enemies' artificial intelligence.
- *Armorless Enemies.* No armor, no regeneration—not much of a challenge.

The fun part is setting up different missions. Arm your opponents heavily, take a scout suit, and give yourself extra player speed. Then see how long you can survive. Or try a Take Out Target mission. Try giving yourself a few puny weapons to give you some incentive to avoid any unpleasant encounters.

You can experiment with different tactics, too—like taking demolitions specialists or using mine layers to set up a big defensive field, and then trying to lure enemies into demo charges or minefields.

TIP: CREATING ENEMIES USING STRANGE COMBINATIONS, LIKE A DRONE WITH A SIR MARK IV OR MB ACCELERATOR, CAN SPICE THINGS UP!

Chapter 9: Siren's Setup

SFC member Cassandra Mylonas doesn't have to deal with Windows, IRQs, and DMA settings when she patches PBAs in the battlefield. Then again, you don't have to go through your CONFIG.SYS file with a Hegemony Juggernaut Class PBA bearing down on you, either. So here are some tips to help you get Terra Nova up and running faster than a Scout PBA who's being chased by a Clone Mark III revving up a Hegemony heavy missile salvo.

Terra Nova uses a sophisticated three-dimensional graphics engine that supports several detail levels at two resolutions:

- 320×200 for slower machines (Pentium 60 Mhz)
- 320×400 (for Pentium 90 Mhz or better)

If you don't have the minimum hardware configuration recommended, that doesn't mean you won't be able to run the game. A fast 486 DX4/100 machine should be able to handle Terra Nova as well as a P60, and you might get by with a 486DX2/66 or a 486DX4/75. Frame rate will suffer, and much depends on your tolerance level.

The phrase "Drag The Brick" on the Terra Nova credits screen is an inside joke—not some clue to a secret cheat or Easter egg. When I visited LGT, the development pit was littered with red foam bricks.

Minimum System Requirements

- IBM PC or 100% compatible
- Pentium 60 Mhz or better processor
- 8MB RAM
- Double-speed CD-ROM drive (300K/sec transfer rate)
- Hard drive with 42 MB of uncompressed space available
- VESA Local Bus (VLB) or PCI video
- MS-DOS 5.0 or later
- 100% Microsoft-compatible mouse and driver 8.2 or better
- Sound card (SoundBlaster or 100% compatible, Gravis, Roland, or Ensoniq); AWE-32 sounds the best



Joystick

There is unofficial support for a joystick, so you can get one to work with the game. Just edit the TN.CFG file (in the LGLASS directory on your boot drive, in all probability) to read

```
JOYSTICK n
```

where *n* is one of four possible values:

- 0 for a standard joystick
- 1 for the CH Products FlightStick Pro
- 2 for the ThrustMaster FCS stick
- 3 for the default, no joystick

While playing, the controls are as follows:

- Button 1 fires at mouse cursor
- Button 2 fires jump jets
- Button 3 recenters head
- Hat switch–head twists, allowing you to look around
- Press Alt+J to recenter the joystick

VR Headsets

A crop of virtual reality headsets have hit the market, and Looking Glass has included unofficial VR headset support. Because the display on a headset relies on a 180,000-pixel LCD, the resolution leaves a bit to be desired. Also be aware that you may experience disorientation and vertigo while using these devices.

Make sure you turn on your headset before you start Terra Nova. To activate headset support, at the `c:>` prompt type the following line:

```
tn +vr
```

Terra Nova will try to autodetect the headset for you. If you prefer to specify the headset, type

```
tn +eyeglass
```

for support of the Virtual i.o headset. Other headsets are supported by the following switches:

`+vfx1`	Forte VFX-1
`+cmaxx`	Cybermaxx

With the default mode, the direction you turn your head turns your PBA—press the F key to recenter pitch and heading. More advanced users will want to add the switch `+neck` to make the head-tracking mimic someone actually looking around, like the RFU/QE keys in the game.

Forums

I tested the game originally on a P90 at Looking Glass, and played the beta and final versions on a recently built-up Pentium 133 Mhz, with 24M RAM. The game ran fairly smoothly even with maximum detail and 320×400 resolution. There is no support for 3-D graphics accelerator cards in the game.

While the game was stable in this case, the huge number of possible system configurations out there might reveal a bug that Looking Glass didn't find. You'll be able to post messages and read other gamers' posts on the Looking Glass forum on CompuServe. Just type GO GAMAPUB for LGT's forum. Action gamers might want to check out the Action Games forum on CIS (GO ACTION) for discussion about game hints.

You can also reach Looking Glass Technology's forum on AOL by using the keyword "Looking Glass," or visit the company's home page at:

http://www.lglass.com



Hardware

A fast computer is always beneficial. Even as P5-150 and 166 Mhz machines are coming out, P133s are dropping in price. I pulled out my P100 motherboard and dropped in a Micronics M54Hi and a P133 CPU, which made a noticeable speed improvement. In addition to the Intel Triton PCI chipset, the Micronics motherboard also supports Mode 4 Enhanced IDE hard drive support for faster data transfer. Terra Nova is happiest on a P90 or better, with 12MB or more of RAM. Looking Glass games always push the edge of computing speed.

Getting Performance Boosts from 486s

If you have a slow computer, you can do a few upgrades to keep your head above water for a little while. 486DX/2-66 owners can buy an 83 Mhz Pentium Overdrive processor for a speed boost or for local bus video, while upgrading a 32-bit video card to a 64-bit accelerator. Experienced users may want to perform a motherboard upgrade like I did, and save all their old components like hard drives and CD-ROM drives. It's cheaper than buying the latest P133 or P166 system.

Graphics Accelerator Video Cards

You will want a fast graphics card, too. A whole crop of 3-D cards are coming to market, but few games support them yet. Windows 95 Direct3D drivers should help, but don't expect that until mid-1996. I use a Hercules Stingray/64 Pro Video, which is one of the fastest DOS cards and a healthy Windows performer to boot. Whatever card you use, make sure that you have the latest drivers. I'm lucky to use a big 20-inch Sony Trinitron-based monitor; you should try a 17-inch non-interlaced monitor with a dot pitch of .28 or lower.

Although a wavetable sound card is not necessary, it is highly recommended. Terra Nova supports the General MIDI standard. Older sound cards, like the SoundBlaster 16, generate music through FM synthesis. Wavetable music uses real digitized instrument samples. I use a SoundBlaster AWE32 Plug and Play soundcard with a Roland SoundCanvas daughterboard—the Roland cards have the best-sounding instrument samples, bar none.

You should try using a 3-D sound processor like the NuReality SRS, which opens up the sonic soundstage—when you're being buzzed by drones, you'll hear them move around you. And get a speaker system with a subwoofer—I use the Bose Acoustimass speakers (*Multimedia World* magazine recently gave the Bose top honors), and the explosions rumble my whole desk and chair.

Faster CD-ROM Drives

A fast CD-ROM drive always helps. Some of the new 8X drives have been shown to be inferior in performance to the better 6x and even 4x drives. You have several choices for excellent 4x and 6x drives. NEC sells an external 4X 7 CD-ROM changer for a bit more than you would pay for a regular 4x single-CD-ROM drive, as well as a 6x CD-ROM. Make sure that there is a separate audio cable from your CD-ROM drive to your sound card (not the ribbon cable!) to hear Redbook audio (like music on a regular CD played through your CD-ROM drive). Terra Nova does not use Redbook audio for its music, but many games do.

Get Comfortable

Pick a nice mouse and joystick for your system. I prefer an ergonomically shaped mouse like the Logitech MouseMan. Try the Logitech Cordless MouseMan to keep your desk free of clutter. CH Products and Thrustmaster also make very nice joysticks that can take the pounding most gamers dish out.

Software Requirements

Almost every program today, Windows or DOS, requires at least 8 megabytes of RAM. The original design of the first IBM PCs only used the "real mode" of the Intel 8088 CPU, which could only address a megabyte of RAM. MS-DOS divided your whopping 1 MB of system memory into *low* or *conventional memory* and *high* or *upper memory*. The first 640KB is low memory, while 640KB to 1024KB is high memory. Anything above 1 megabyte is referred to as *extended memory*. This is true under DOS 6.x today (and PC DOS 7.x, which should not be confused with MS-DOS 7.0), even when CPUs have the capability to address many megabytes of system RAM.

The first way around this roadblock was through the use of a memory manager, which allowed access to extended memory. It loaded certain programs, like DOS, and drivers, like your mouse driver, into high memory, which freed low memory for the main program. A memory manager swapped out "pages" of conventional memory with memory beyond 1 MB, or extended memory. Now, however, most games use DOS4GW, a DOS extender, which opens up the addressing power of the 32-bit CPUs. Now your computer can read your entire memory without the 1 MB barrier. MS-DOS comes with EMM386.EXE, but other third-party memory managers, like Helix's Netroom, are much more effective.

This means that you don't need as much free conventional memory to run Terra Nova, but you also don't want your memory manager—like EMM386.EXE—to be active either.



Creating a Boot Disk

You can create a boot disk for a minimal configuration to play Terra Nova. The process of creating a boot disk is easy. Place a blank disk in your computer's A: drive. At the c:> prompt, type

```
FORMAT A: /S
```

and press Enter. Then switch to drive A by typing

```
A:
```

and pressing Enter. Then type

```
EDIT CONFIG.SYS
```

and press Enter. If you are using PC DOS, use that operating system's editing program (E.EXE).

Your exact configuration will vary as to your PATH statement and CD-ROM drivers. Make sure you use the appropriate lines from your regular CONFIG.SYS file in your boot disk CONFIG.SYS. Here's my "clean" boot configuration for my homebuilt P133 with an AWE32 Plug and Play sound card and Adaptec 2940 SCSI adapter:

```
[CONFIG.SYS]
DEVICE=E:\PLUGPLAY\DRIVERS\DOS\DWCFGMG.SYS /file
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
DEVICE=E:\AWE32\DRV\CSP.SYS /UNIT=0 /BLASTER=A:220
BUFFERS=30,0
FILES=40
DOS=UMB
LASTDRIVE=z
FCBS=4,0
DEVICE=C:\SCSI\ASPI8DOS.SYS /D
DEVICE=C:\SCSI\ASPICD.SYS /D:ASPICD0
Stacks=9,256
SHELL=C:\COMMMAND.COM C:\ /P
```

Repeat the same process to create an AUTOEXEC.BAT file. Type

```
EDIT AUTOEXEC.BAT
```

and press Enter. The AUTOEXEC.BAT file should look like this:

```
[AUTOEXEC.BAT]

C:\SCSI\MSCDEX.EXE /D:ASPICD0 /L:S /M:12 C:\WINDOWS\SMARTDRV.EXE 2048 d /U /V
SET SOUND=E:\AWE32
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
SET MIDI=SYNTH:1 MAP:E MODE:0
E:\AWE32\DIAGNOSE /S
E:\AWE32\AWEUTIL /S
E:\AWE32\MIXERSET /P /Q
SET TEMP=C:\DOS
SET WIN$=C:\WINDOWS
SET LMOUSE=C:\LMOUSE
PATH=C:\DOS;C:\WINDOWS;E:\HERCULES\;%PATH%
@CLS
@ECHO OFF
C:\LMOUSE\MOUSE.EXE
SET GSFONTS=C:\GSFONTS
PROMPT $p$g
```

If your game hangs, try running Terra Nova *without* the SmartDrive disk cache. Just put a REM in front of the SMARTDRV.EXE line in your AUTOEXEC.BAT file.

Multiple Boot Configurations

Microsoft DOS 6.0 and higher supports multiple boot configurations, enabling you to choose which configuration you want when you boot your computer. See your DOS manual or the DOS online help (type HELP at a DOS prompt) for more information.

> NOTE: USERS OF DOS PRIOR TO 6.0 CAN USE A VARIETY OF SHAREWARE PRODUCTS TO ACCOMPLISH THE SAME THING—A MENU OF BOOT OPTIONS. CHECK OUT YOUR FAVORITE ONLINE SERVICE FOR APPLICABLE PROGRAMS.



Windows 3.1x/Windows 95

Terra Nova is far too resource-intensive to run under Windows 3.x, and is not a native Windows 95 application. You will have to boot to MS-DOS 7.0 to run Terra Nova (and many other DOS games) if you're running Windows 95. Terra Nova runs well under Windows 95, but Looking Glass cannot guarantee performance. You can select the option to restart the computer in MS-DOS mode (Select Start, Shut Down, and click on Restart the Computer in MS-DOS Mode). But there is a much more elegant solution to managing your Windows 95 setup—especially if you play many DOS games. Boot Manager 95 Version 1.3a is a utility that allows you to configure your Windows 95 boot options from within Windows 95.

The boot options are stored in the MSDOS.SYS file in the root folder of your boot drive. You can change your configuration to boot to a previous version of an operating system, if you still have it on your hard drive, or to boot to MS-DOS 7.0, the operating system under Windows 95. Windows 95 was supposed to do away with the DOS/Windows dichotomy, but it didn't; DOS and Windows are better integrated, but are still separate.

Boot Manager 95 allows you to change only the boot options. The paths should never need to be changed, and the feature will *not* be added to the range of options supplied by Boot Manager 95 unless a significant number of users request it.

Get Boot Manager v. 1.3a from the CompuServe Windows Shareware forum (GO WINSHARE) and look for file BTMGR13a.ZIP or search for the keywords BOOT MANAGER.

OS/2 Warp

IBM's operating system is a true 32-bit OS, unlike Windows 95, and provides many technical advantages over Windows 95, including DOS compatibility. But unfortunately for IBM, Windows 95 has stolen much of the potential market for OS/2, and few game developers are testing and developing with OS/2 compatibility in mind. OS/2 does provide DOS compatibility, so you may be able to create a Virtual DOS Machine session on your system (don't try this with less than 16M RAM) that will run Terra Nova, but the game may not run properly under OS/2. Keep in mind that Looking Glass does not claim that Terra Nova will run on OS/2. The following VDM settings run other DOS games and may be helpful in running Terra Nova on OS/2, but they are not the default VDM settings for OS/2. You may want to set up a new template for game settings.

OS/2 Warp settings:

DOS_FULL_SCREEN	ON
AUDIO_ADAPTER_SHARING	ON
COM_DIRECT_ACCESS	OFF
COM_HOLD	OFF
COM_RECEIVE_BUFFER_FLUSH	NONE
COM_SELECT	ALL
DOS_AUTOEXEC	C:\AUTOEXEC.BAT
DOS_BACKGROUND_EXECUTION	OFF
DOS_BREAK	OFF
DOS_DEVICE	
DOS_FCBS	16
DOS_FCBS_KEEP	8
DOS_FILES	50
DOS_HIGH	ON
DOS_LASTDRIVE	Z
DOS_RMSIZE	640
DOS_SHELL	C:\OS2\MDOS\COMMAND.COM D:\OS2\MDOS
DOS_STARTUP_DRIVE	
DOS_UMB	OFF
DOS_VERSION	(setting provided by OS/2)
DPMI_DOS_API	ENABLED
DPMI_MEMORY_LIMIT	32
DPMI_NETWORK_BUFF_SIZE	8
EMS_FRAME_LOCATION	AUTO
EMS_HIGH_OS_MAP_REGION	0
EMS_LOW_OS_MAP_REGION	384
EMS_MEMORY_LIMIT	2048
HW_NOSOUND	OFF
HW_ROM_TO_RAM	ON
HW_TIMER	ON
IDLE_SECONDS	10
IDLE_SENSITIVITY	100
INT_DURING_IO	ON



KBD_ALTHOME_BYPASS	ON
KBD_BUFFER_EXTEND	ON
KBD_CTRL_BYPASS	NONE
KBD_RATE_LOCK	OFF
MEM_EXCLUDE_REGIONS	A000-C7FF
MEM_INCLUDE_REGIONS	
MOUSE_EXCLUSIVE_ACCESS	OFF
PRINT_SEPARATE_OUTPUT	ON
PRINT_TIMEOUT	15
SESSION_PRIORITY	1
VIDEO_8514_XGA_OITRAP	ON
VIDEO_FASTPASTE	ON
VIDEO_MODE_RESTRICTION	NONE
VIDEO_ONDEMAND_MEMORY	ON
VIDEO_RETRACE_EMULATION	OFF
VIDEO_ROM_EMULATION	OFF
VIDEO_SWITCH_NOTIFICATION	OFF
VIDEO_WINDOW_REFRESH	1
XMS_HANDLES	49
XMS_MEMORY_LIMIT	10240
XMS_MINIMUM_HMA	0

Appendix

Unit Statistics

The following table gives you an overview of the strengths and proficiencies of each of the squad members and enemies in Terra Nova. These values were taken directly out of the game and are relative to each other. In other words, there are no real-time values that can be associated with them.

For example, Clone 1's armor recharges at a rate of 40. This means that the game adds 40 points to Clone 1's armor for every recharge cycle. On slower computers, that armor will recharge at a slower rate.

The best way to use this table is to compare numbers with each other. For example, when you know you'll be facing a lot of enemies with armor values in the 3000 range, you'll probably want to suit yourself up in XR-5 armor (armor = 3300).

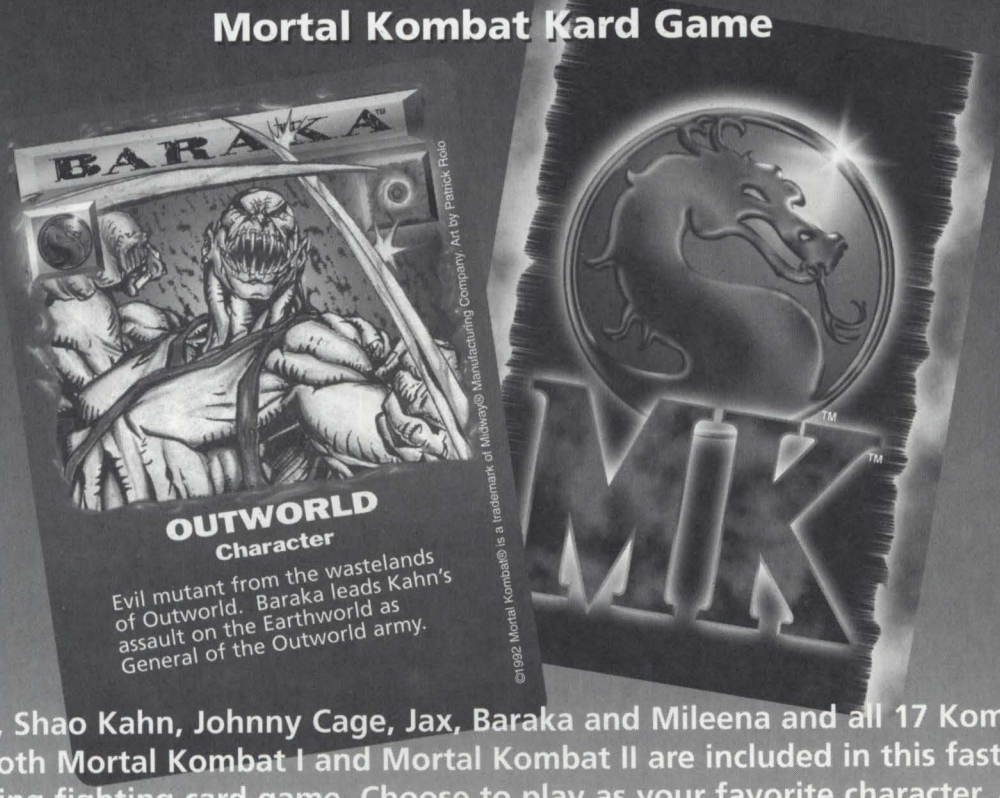
Legend:

Friend/Foe	The description of the unit.
Armor Value	The strength of the unit's armor.
Pilot Strength	Generally, the pilot's ability to hold it all together in battle. The higher the number, the better the pilot's performance.
Sensor Strength	The range of the units sensors, in game units.
Jump Jet Controls	The ability of the pilot to effectively use his/her jump jets. The higher the number, the better the pilot can use the jets.
Targeting	The targeting ability of the unit. The larger the number, the better the unit can track (and hit!) its target.
Energy Rating	The amount of energy the unit has to devote to armor, weapons, regeneration systems, etc.
Energy Recharge	The rate at which a unit can replenish energy. The higher the number the faster the recharge rate.
Armor Regen	The rate a unit can regenerate armor. The higher the number, the faster the regeneration rate.

Friend/ Foe	Armor Value	Pilot Strength	Sensor Strength	Jump Jet Controls	Targeting	Energy Rating	Energy Recharge	Armor Regen
XR-5	3500	2000	370	370	370	1100	125	50
AR-6	3000	2000	300	300	300	1000	100	45
XR-7	4500	2000	400	400	400	1250	150	55
Nikola in AR-6	2600	2200	800	800	800	1000	100	45
Nikola in XR-5	3300	2000	800	800	800	1100	125	50
Nikola in XR-7	4000	2200	800	800	800	1250	150	55
Nikola in Pirate PBA	2500	2000	500	500	500	800	200	50
Colin/ SF Io	1350	1500	300	300	300	1000	100	50
Pirate	500	275	30	30	30	1000	100	20
Pirate Captain	650	375	50	50	50	1000	100	25
Heg Stinger PBA	750	400	100	100	100	1000	100	30
Heg Assault PBA	900	500	125	125	125	1000	100	35
Heg Juggernaut PBA	1200	600	150	150	150	1000	100	40
Clone I	1200	650	175	175	175	1000	100	40
Clone II	1600	800	200	200	200	1000	100	45
Clone III	2000	950	250	250	250	1000	100	50
Mech Biped	3000	650	225	225	225	1000	100	50
Mech Rat	300							
Heg Light Tank	3000	1000	160					
Heg Standard Tank	4000	1250	300					
Heg Heavy Tank	5000	1500	400					
Spy/ Hunter Probe	300							
Bomber Probe	400							
Swooper Probe	350							

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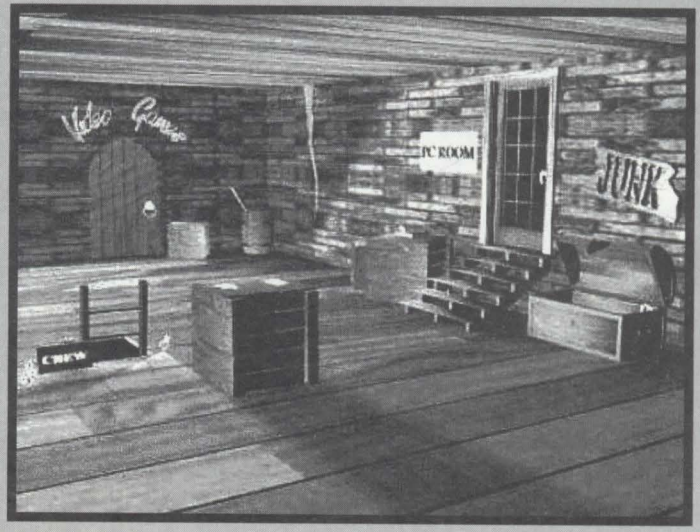
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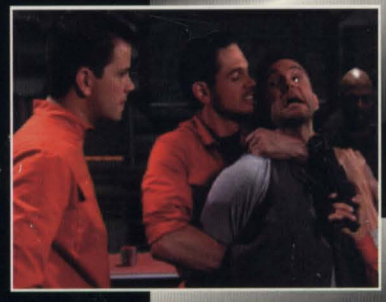




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